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MARIO PARTY® 5

All 75 Mini-Games Covered

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MARIO PARTY 5

Prima's Official Strategy Guide

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WELCOME TO MARIO PARTY 5!

Thanks for purchasing *Mario Party 5: Prima's Official Strategy Guide*! We've gone to great lengths to give you all of the tips, cheats, and strategy you need to beat every Board Map, master every Mini-Game, and unlock every hidden feature in the game!

How to Use This Guide

This guide is divided into the following sections so you can quickly find the information you need:

Introduction

This is the section you're reading right now! In addition to giving you a quick overview of the guide, it also contains the story behind *Mario Party 5*, as well as biographies of the main characters!

Game Modes

This section of the guide gives a complete rundown of all of *Mario Party 5*'s game modes, including full descriptions of Party Mode, Story Mode, Super Duel Mode, Bonus Mode, and Mini-Game Mode. It also covers the game options found in Options Mode and gives you the lowdown on unlocking hidden features in every game mode!

Capsules

Capsules are a new addition to the *Mario Party* series, and they're one of the most important aspects of *Mario Party 5*. This chapter lists all 28 different capsules found in the game, and it divides them into categories, tells you if they're rare or common, and describes their effects when used in every possible situation!

Board Maps

There are seven Board Maps in *Mario Party 5*, each with its own unique features and strategy. You'll learn everything about them in this chapter, including how to unlock the secret Board Map, Bowser's Nightmare!

Mini-Games

The largest chunk of this guide is devoted to bringing you the best tips, cheats, and strategy for all 75 *Mario Party 5* Mini-Games, including the ultra-rare Bowser, DK, and Story Mini-Games!

Super Duel Mode Machine Parts

There are 46 different Super Duel Mode machine parts to unlock and purchase, and each one gives your Super Duel Mode machine different strengths and vulnerabilities. Don't head into your garage without consulting this handy tune-up guide!

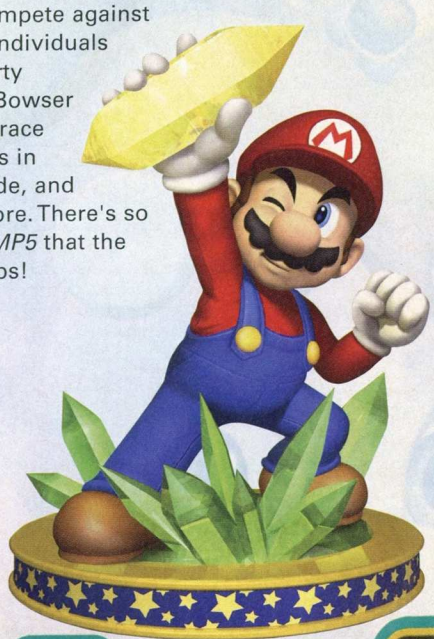
Secrets of the Stars

Although we give you all the information you need to unlock every one of *Mario Party 5*'s hidden features in the previously mentioned sections, we thought you might like having this handy quick-reference checklist. Every hidden *MP5* feature is listed in this short section, including the Mini-Games, the Bowser Nightmare Board Map, Super Duel Mode parts and driver, Mini-Game Mode games, and the ultra-tough "Intense" mode!

Let's Have a Party!

Mario never needs much of an excuse to throw a party for his friends, and he's such a good guy that he's even invited some of his long-time rivals, like Wario, Boo, and Koopa Kid!

Mario Party 5 takes the ten Mario Party guests to the Dream Depot, the land of dreams. From there, the partyers can compete against each other (as individuals or teams) in Party Mode, take on Bowser in Story Mode, race fighting vehicles in Super Duel Mode, and much, much more. There's so much to do in *MP5* that the party never stops!



Playable Characters: Mario's Pals

Mario

First appearance: *Donkey Kong* (arcade), 1981

Mario

Originally known as "Jumpman," this plucky plumber was named after Nintendo of America's first landlord! Since his 1981 debut, Mario has starred in more video games than you can shake a Magic Mushroom at. One of the most recognizable characters in video game history, Mario has thrilled millions of gamers and battled Bowser countless times over the course of his 22-year career, and he's not showing any signs of slowing down yet!

Luigi

First appearance: *Mario Bros.* (arcade), 1983

Luigi

Mario's happy-go-lucky younger brother, Luigi, has stood in his more famous brother's shadow for most of his career, even though Luigi is quite a bit taller than Mario! That all changed in 2001, when Luigi got his first starring role in *Luigi's Mansion*. There he battled Boos and brought down the King Boo with the assistance of Prof. E. Gadd's crazy devices!

Peach

First appearance: *Super Mario Bros.* (NES), 1985

Princess Peach Toadstool of the Mushroom Kingdom

Many gamers think that Peach was the girl that Mario was trying to rescue in *Donkey Kong*, but that's not true. *DK*'s damsel in distress was named Pauline, and though she looked a lot like Peach, true Mario aficionados can tell the difference. From 1985 on, rescuing Peach has been the object of most of Mario's quests. Over the course of several hair-raising adventures, Peach and Mario became good friends and, eventually, sweethearts. Peach has come a long way since her early days as a perpetual hostage—she plays with the big boys these days, and she holds her own just fine!

Yoshi

First appearance: *Super Mario World* (SNES), 1991

Yoshi

This plucky little dinosaur has been Mario's friend and steed for as long as Mario can remember! Although the first video game that Yoshi appeared in was 1991's *Super Mario World*, Yoshi actually met Baby Mario in 1995's *Super Mario World 2: Yoshi's Island*. It was a prequel to every single one of Mario's adventures, in which Yoshi had to reunite the constantly wailing Baby Mario with his brother, Baby Luigi! From the very beginning, Yoshi has proven that the only thing bigger than his tremendous appetite is his love for his friends.

Daisy

First appearance: *Super Mario Land* (Game Boy), 1989

Princess Daisy of Sarasaland

Daisy first appeared as the damsel in distress in 1989's *Super Mario Land*, a role usually occupied by Peach. After Mario rescued her, tongues wagged about a possible love affair between the portly plumber and the Princess of Sarasaland, but lately Luigi has been seen courting Daisy, and we have no reason to believe that Mario's affection for Peach has ever wavered!

Toad

First appearance: *Super Mario Bros.* (NES), 1985

Toad

Toad has appeared in a number of games with Mario, sometimes as a playable character (*Super Mario Bros. 2*), but usually as a supporting character. He helped Mario find Peach in *Super Mario Bros.* gave Luigi clues in *Luigi's Mansion*, and was the master of ceremonies for most of the *Mario Party* games. *Mario Party 5* is the first *MP* game in which he's a playable character.

Playable Characters: Mario's Rivals

Wario

WARIO

FIRST APPEARANCE: *SUPER MARIO LAND 2: SIX GOLDEN COINS* (GAME BOY), 1992

Most people would be offended if you called them a "greedy pig," but Wario just might take it as a compliment! This self-absorbed Mario look-alike has never felt the smallest twinge of shame about hoarding all the coins and treasure he can get his chubby fingers on. His sizeable gut shows that his appetites aren't limited to gold and jewels, either. Fresh from his *Warioworld* GameCube adventure, Wario's perfectly suited for a game like *Mario Party 5*, where cold-blooded coin collecting and an anything-goes attitude are the keys to victory!

Waluigi

WALUIGI

FIRST APPEARANCE: *MARIO TENNIS* (N64), 2000

Just as Mario has Wario, Luigi also has his nemesis in the form of the lanky Waluigi. Wario and Waluigi aren't brothers, but that didn't stop them from showing up and challenging the Mario Bros. in *Mario Tennis*. Since then, Waluigi has made cameo appearances in several other Nintendo games, including *Mario Party 3* and *4*.

Boo

BOO

FIRST APPEARANCE: *SUPER MARIO BROS. 3* (NES), 1990

Boos come in all shapes and sizes, and Mario and Luigi ran into their first Boo in *Super Mario Bros. 3*. Since then, Boos have popped up in just about every Mario game to work their particular brand of mischief. Luigi sucked up 50 Boos and the King Boo himself in *Luigi's Mansion*, so you can expect that there's no love lost between Boo and the Green Machine in *Mario Party 5*! *MP5* is not the first time a Boo has shown up in a *Mario Party* game, but it's the first time that a Boo appears as a playable character.

Koopa Kid

KOOPA KID

FIRST APPEARANCE: DEPENDING ON WHOM YOU ASK, *SUPER MARIO WORLD* (SNES), 1991 OR *SUPER MARIO SUNSHINE* (GAMECUBE), 2002

Mario defeated a bunch of Bowser's offspring in *Super Mario World*, but whether they were the same Koopa Kids that appear in *Mario Party 5* is open to debate. Mario definitely ran afoul of a Koopa Kid in *Super Mario Sunshine*, in which Mario was set up to take the fall for the graffiti-happy Koopa Kid's defacement of Delfino Island. The Koopa Kid has all of Bowser's nastiness in a pint-sized package, making him a real party pooper for Mario and his pals.

NON-PLAYABLE CHARACTERS

DONKEY KONG

DONKEY KONG

FIRST APPEARANCE: *DONKEY KONG* (ARCADE), 1981

Donkey Kong started off as Mario's chief rival, but over the years, the two video game superstars have put aside their differences and become good friends. In *Mario Party 5*, DK occupies one random DK Space on each Board Map, and landing on that space in Party Mode always triggers a lucky event:

- **DK Roulette:** Roll a number higher than DK to win a Star from him.
- **DK Bonus:** Roll a die to see how many coins DK will give you.
- **DK Mini-Game:** Spin the banana roulette wheel to see how many coins DK will give you for every banana you collect in the following DK Mini-Game.

In Story Mode, Donkey Kong gives you 10 coins every time you land on his space. If a Koopa Kid lands on DK's space, DK knocks half of the Koopa Kid's coins out of his pockets!

If you beat DK in any round of the Super Duel Mode's tournaments on Hard difficulty, you unlock Donkey Kong as a Super Duel Mode driver and all of his vehicle parts become available for purchase.

BOWSER

BOWSER THE KOOPA KING

FIRST APPEARANCE: *SUPER MARIO BROS.* (NES), 1985

Bowser is a persistent, perennial pain for Mario and pals. For almost 20 years, Bowser has dedicated himself to kidnapping Peach, trying to beat up Mario and Luigi, and generally ruining everyone's fun. Fortunately, Mario has always been able to foil Bowser's plans in the past, and he's going to try to do so again in *Mario Party 5*.

Bowser occupies one random Bowser Space on each Board Map in Party Mode. Landing on a Bowser Space is never a good thing, and something bad almost always comes of it.

- **Bowser Mini-Game:** Bowser takes all four players to a Bowser Mini-Game, in which the losers generally wind up losing capsules, coins, or Stars.
- **Bowser Shuffle:** All four players randomly switch spaces, dramatically throwing off everyone's strategy.
- **Bowser Revolution:** Bowser takes everyone's coins and redistributes them equally.
- **Bowser Bonus:** If you have a Star, Bowser gives you a Ztar Star, which takes a Star away. If you don't have a Star, Bowser takes some coins. If you don't have coins or a Star, Bowser actually gives you 10 coins!

Landing on a Bowser Space during Story Mode takes away some of your coins, but you have your chance to get revenge when you face Bowser at the end of Story Mode in the Frightmare Mini-Game. Defeat Bowser to complete Story Mode and unlock the Bowser's Nightmare Board Map!

THE DREAM DEPOT STARS

CLOCKWISE FROM THE TOP: ELDSTAR, MUSKULAR, KALMAR, MAMAR, KLEVAR, SKOLAR, MISSTAR.

FIRST APPEARANCE: *MARIO PARTY 5* (GAMECUBE), 2003

Ladies and gentlemen, the true stars of *Mario Party 5*! Each of the Dream Depot stars is responsible for a different part of *MP5*:

- **Eldstar:** This distinguished five-pointed fellow is in charge of Party Mode.
- **Muskular:** Looking sharp in a sailor's cap, this blue star runs the Mini-Game Mode.
- **Kalmar:** He always looks a little overwhelmed, but he helps you out in Options Mode.
- **Mamar:** Wearing a pretty pink bow, she guides you through Bonus Mode.
- **Klevar:** The master of ceremonies of *Mario Party 5*, he introduces you to the other Stars.
- **Skolar:** He looks a little stuffy, but your Super Duel Mode guide is as big a racing fanatic as you can imagine!
- **Misstar:** She starts you off in Story Mode and guides you through the various dreams that Bowser has overtaken.

GAME MODES

Each of the six different *Mario Party 5* game modes (Party, Story, Super Duel, Bonus, Options, and Mini-Game) is selected from the Main Menu.

PARTY MODE

Party Mode is the main multiplayer mode in *Mario Party 5*. This is where you and up to three of your friends compete against each other as individuals or teams on the Board Map of your choice.

STARTING A NEW PARTY MODE GAME

To begin a new Party Mode game, choose Eldstar from the Main Menu. The first thing Eldstar asks is if you want to hear the Party Mode rules. If it's your first time playing Party Mode, you should probably choose YES, but keep in mind, we're about to cover everything that Eldstar says!

CHOOSE ELDSTAR FROM THE MAIN MENU TO BEGIN A NEW PARTY MODE GAME.

CHOOSE BETWEEN BATTLE ROYAL OR TEAM BATTLE.

The next decision you have to make is whether you want to play a Battle Royal game or a Team Battle game. In a Battle Royal game, each of the four players is out for themselves, and there can be only one winner. In a Team Battle game, the four players divide themselves into two teams, and each player works with their partner to score a victory for their team.

HOW MANY HUMAN AND CPU PLAYERS WILL YOU HAVE?

Now, choose how many players will be controlled by humans and how many will be controlled by the CPU. You can only have as many human players as you have controllers plugged into your GameCube. Use the Control Stick to select the number of players and the A Button to confirm it.

NOTE

YOU ALWAYS HAVE FOUR PLAYERS IN PARTY MODE. IF YOU HAVE FEWER THAN FOUR HUMAN PLAYERS, THE REST MUST BE COMPUTER PLAYERS.

SELECT PLAYERS AND DETERMINE THE COMPUTER PLAYERS' SKILL LEVELS.

Each player now chooses their character. Use the Control Stick to highlight the character you want to control and the A Button to choose them. After choosing their character, Player 1 must select the CPU players and determine their skill level (Easy, Normal, Hard, or Intense).

NOTE

THE INTENSE DIFFICULTY MODE IS LOCKED AT THE START OF THE GAME. TO UNLOCK INTENSE MODE, BEAT STORY MODE ON THE HARD DIFFICULTY SETTING.

SELECTING TEAMS IN TEAM BATTLE

AFTER CHOOSING YOUR CHARACTERS IN TEAM BATTLE, USE THE CONTROL STICK TO DETERMINE WHICH TEAMS THEY'LL PLAY ON, AND PRESS THE A BUTTON TO CONFIRM YOUR DECISION. EVERY POSSIBLE COMBINATION OF *MARIO PARTY 5* TEAM MEMBERS HAS ITS OWN PRE-DETERMINED TEAM NAME.

TEAM NAMES

TEAMMATES	TEAM NAME	TEAMMATES	TEAM NAME
Mario & Luigi	Mario Bros.	Mario & Daisy	Nice Couple
Mario & Peach	Cutest Couple	Mario & Waluigi	Pseudo Bros.
Mario & Yoshi	Famous Combo	Mario & Toad	Best Buds
Mario & Wario	Alter Egos	Mario & Boo	Old Acquaintances

TEAM NAMES (CONT'D)

TEAMMATES	TEAM NAME	TEAMMATES	TEAM NAME
Mario & Koopa Kid	Uneasy Allies	Yoshi & Toad	Cute Buddies
Luigi & Peach	Green Escort	Yoshi & Boo	Scary Dino
Luigi & Yoshi	Green Bros.	Yoshi & Koopa Kid	Dino Cousins
Luigi & Wario	Unloving Bros.	Wario & Daisy	Mismatched Pair
Luigi & Daisy	Steady Sweeties	Wario & Waluigi	Wicked Bros.
Luigi & Waluigi	Unlikely Bros.	Wario & Toad	Mushroom Stinkers
Luigi & Toad	Good Pals	Wario & Boo	Spooky Spoilsports
Luigi & Boo	Scare Pair	Wario & Koopa Kid	Bad Baddies
Luigi & Koopa Kid	Friendly Enemies	Daisy & Waluigi	Awkward Date
Peach & Yoshi	Regal Friends	Daisy & Toad	Royal Pals
Peach & Wario	Royal Pain	Daisy & Boo	Haunted Flower
Peach & Daisy	Lordly Ladies	Daisy & Koopa Kid	Grudging Allies
Peach & Waluigi	Anti-Couple	Waluigi & Toad	Tall 'n' Small
Peach & Toad	Royal Family	Waluigi & Boo	Scary Screechers
Peach & Boo	Royally Spooky	Waluigi & Koopa Kid	Cheap Chaps
Peach & Koopa Kid	Trouble Brewing	Toad & Boo	Scaredy Toad
Yoshi & Wario	Food Fanatics	Toad & Koopa Kid	Little Guys
Yoshi & Daisy	Royal Ride	Boo & Koopa Kid	Pure Evil
Yoshi & Waluigi	Unhappy Dino		

CHOOSE YOUR BOARD MAP.

After each player chooses their character, it's time to choose a Board Map on which to play. Cycle through the seven Board Maps with the Control Stick. Choose the one you want by pressing the A Button.

NOTE

THE SEVENTH BOARD MAP IS BOWSER'S NIGHTMARE, WHICH IS HIDDEN AT THE START OF THE GAME. TO UNLOCK IT, BEAT STORY MODE ON ANY DIFFICULTY LEVEL.

SET THE NUMBER OF TURNS.

Now choose the game length by setting the number of turns. You can choose to play for 10, 15, 20, 25, 30, 35, 40, 45, or 50 turns.

NOTE

AS A RULE OF THUMB, A 20-TURN GAME TAKES ABOUT ONE-AND-A-HALF TO TWO HOURS TO PLAY.

CHOOSE THE TYPE OF MINI-GAMES YOU WANT TO PLAY.

Next, determine which Mini-Games you want to play during your Party Mode game. Your options are: All Mini-Games, Easy Mini-Games, Action Mini-Games, Skill Mini-Games, and Goofy Mini-Games. See the sidebar for a list of which Mini-Games fit into which categories.

MINI-GAME CATEGORIES

WHEN CHOOSING A CATEGORY OF MINI-GAMES, IT'S IMPORTANT TO KNOW WHAT THE CATEGORIES MEAN AND WHICH GAMES ARE IN THEM. MOST MINI-GAMES HAVE MORE THAN ONE CATEGORY:

- **EASY:** THESE MINI-GAMES HAVE CONTROLS AND GOALS THAT ARE EASY TO UNDERSTAND, BUT THAT DOESN'T NECESSARILY MEAN THAT THE GAMES ARE SIMPLE!
- **ACTION:** THESE MINI-GAMES INVOLVE A GREAT DEAL OF RUNNING, JUMPING, RACING, DODGING, AND OTHER EXCITING ACTIVITIES.
- **SKILL:** THIS CATEGORY REQUIRES A GREAT DEAL OF HAND-EYE COORDINATION AND QUICK THINKING. YOU REALLY NEED TO BE ON THE BALL TO BEAT THESE MINI-GAMES!
- **GOOFY:** THIS IS A CATCHALL CATEGORY FOR THE WEIRDEST, WILDEST, WACKIEST MINI-GAMES IN *MARIO PARTY 5*!

EASY MINI-GAMES

- CHIMP CHASE (4P)
- COIN CACHE (4P)
- CONEY ISLAND (4P)
- DINGER DERBY (4P)
- DODGE BOMB (4P)
- FISH STICKS (4P)
- FISH UPON A STAR (4P)
- FLOWER SHOWER (4P)
- FROZEN FRENZY (4P)
- GROUND POUND DOWN (4P)
- LEAF LEAP (4P)
- MAZED & CONFUSED (4P)
- NIGHT LIGHT FRIGHT (4P)
- POP-STAR PIRANHAS (4P)
- PUSHY PENGUINS (4P)
- RUMBLE FUMBLE (4P)
- VICIOUS VENDING (4P)
- WILL FLOWER (4P)
- BEAM TEAM (1 VS. 3)
- CURVY CURBS (1 VS. 3)
- FIGHT CARDS (1 VS. 3)
- FLATIATOR (1 VS. 3)
- HEAT STROKE (1 VS. 3)
- MATHLETES (1 VS. 3)
- REVOLVING FIRE (1 VS. 3)
- SQUARED AWAY (1 VS. 3)
- TUBE IT OR LOSE IT (1 VS. 3)

Mini-Game Categories (cont'd)

- Banking Coins (2 vs. 2)
- Clock Stoppers (2 vs. 2)
- Defuse or Lose (2 vs. 2)
- Handy Hoppers (2 vs. 2)
- Manic Mallets (2 vs. 2)
- Mario Can-Can (2 vs. 2)
- Panic Pinball (2 vs. 2)
- Rumble Ready (2 vs. 2)
- Submarathon (2 vs. 2)
- Astro-Logical (Battle)
- Lucky Lineup (Battle)
- Random Ride (Battle)
- Twist 'N' Out (Battle)
- Bound of Music (Duel)
- Countdown Pound (Duel)
- Get a Rope (Duel)
- Head Waiter (Duel)
- Merry Poppings (Duel)
- Pound Peril (Duel)
- Pump 'N' Jump (Duel)
- Shock Absorbers (Duel)
- Shy Guy Showdown (Duel)
- Wind Wavers (Duel)

Action Mini-Games

- Chimp Chase (4P)
- Coin Cache (4P)
- Dodge Bomb (4P)
- Fish Upon a Star (4P)
- Flower Shower (4P)
- Frozen Frenzy (4P)
- Ground Pound Down (4P)
- Hydrostars (4P)
- Later Skater (4P)
- Vicious Vending (4P)
- Flatiator (1 vs. 3)
- Mario Mechs (1 vs. 3)
- Mathletes (1 vs. 3)
- Revolving Fire (1 vs. 3)
- Squared Away (1 vs. 3)
- Tube It or Lose It (1 vs. 3)
- Banking Coins (2 vs. 2)
- Bus Buffer (2 vs. 2)
- Clock Stoppers (2 vs. 2)
- Defuse or Lose (2 vs. 2)
- ID UFO (2 vs. 2)
- Manic Mallets (2 vs. 2)
- Bill Blasters (Battle)
- Tug-O-Dorrie (Battle)
- Twist 'N' Out (Battle)
- Blown Away (Duel)
- Bound of Music (Duel)
- Pound Peril (Duel)
- Shock Absorbers (Duel)
- Whomp Maze (Duel)

Skill Mini-Games

- Chomp Romp (4P)
- Coin Cache (4P)
- Coney Island (4P)
- Dinger Derby (4P)
- Hotel Goomba (4P)
- Leaf Leap (4P)
- Mazed & Confused (4P)
- Night Light Fright (4P)
- Pushy Penguins (4P)
- Vicious Vending (4P)
- Beam Team (1 vs. 3)
- Big Top Drop (1 vs. 3)
- Curvy Curbs (1 vs. 3)
- Heat Stroke (1 vs. 3)
- Mathletes (1 vs. 3)
- Quilt for Speed (1 vs. 3)
- Banking Coins (2 vs. 2)
- Berry Basket (2 vs. 2)
- Defuse or Lose (2 vs. 2)
- Handy Hoppers (2 vs. 2)
- Mario Can-Can (2 vs. 2)
- Rumble Ready (2 vs. 2)
- Astro-Logical (Battle)
- Lucky Lineup (Battle)
- Random Ride (Battle)
- Countdown Pound (Duel)
- Head Waiter (Duel)
- Piece Out (Duel)
- Shy Guy Showdown (Duel)
- Sky Survivor (Duel)

Goofy Mini-Games

- Coin Cache (4P)
- Coney Island (4P)
- Fish Sticks (4P)
- Ground Pound Down (4P)
- Hotel Goomba (4P)
- Pop-Star Piranhas (4P)
- Rumble Fumble (4P)

Mini-Game Categories (cont'd)

- Triple Jump (4P)
- Vicious Vending (4P)
- Will Flower (4P)
- Beam Team (1 vs. 3)
- Fight Cards (1 vs. 3)
- Heat Stroke (1 vs. 3)
- Mathletes (1 vs. 3)
- Quilt for Speed (1 vs. 3)
- Squared Away (1 vs. 3)
- Banking Coins (2 vs. 2)
- Handy Hoppers (2 vs. 2)
- ID UFO (2 vs. 2)
- Manic Mallets (2 vs. 2)
- Panic Pinball (2 vs. 2)
- Submarathon (2 vs. 2)
- Bill Blasters (Battle)
- Random Ride (Battle)
- Tug-O-Dorrie (Battle)
- Button Mashers (Duel)
- Get a Rope (Duel)
- Merry Poppings (Duel)
- Pump 'N' Jump (Duel)
- Wind Wavers (Duel)

TURN BONUSES ON OR OFF.

Choose whether you want *Mario Party 5* to hand out bonuses at the end of the game. If you choose to turn bonuses ON, three bonus Stars will be awarded at the end of the last turn.

Note

THE FIRST BONUS STAR GOES TO THE PLAYER WHO COLLECTS THE MOST COINS DURING THE GAME, THE SECOND GOES TO THE PLAYER WHO WINS THE MOST COINS IN MINI-GAMES, AND THE THIRD GOES TO THE PLAYER WHO LANDS ON THE MOST HAPPENING SPACES.

If you want to, you can also set a handicap for each player by giving them extra Stars at the beginning of the game. Inexperienced and very young players might find a handicap helpful.

SET EACH PLAYER'S HANDICAP.

Tip

AT PATH INTERSECTIONS, THE FLASHING ARROW INDICATES THE QUICKEST ROUTE TO THE STAR!

CONFIRM YOUR CHOICES.

Once all of the pre-game settings have been decided, confirm your selections by choosing YES and pressing the A Button. If you want to go back and change anything, choose NO and press the A Button.

Turn Order

The first thing to do at the start of a new game is decide the turn order for the four players. A dice block spins over each player's head; each player should press the A Button to jump up and hit it. The number shown on the dice determines the turn order; the player with the highest number goes first and the lowest goes last.

EACH PLAYER MUST PRESS THE A BUTTON TO STOP THE DICE BLOCK AND DETERMINE THEIR TURN ORDER.

Moving Along the Spaces

AT THE START OF YOUR TURN, PRESS THE A BUTTON TO HIT THE DICE BLOCK.

When your turn begins, press the A Button to jump up and hit the dice spinning overhead. It stops on a number between 1 and 10. You must move exactly that many spaces along the board. The board's pathways are all one-way, so watch for arrow signs that show which way to move.

If you come to an intersection in the path, large red arrows appear over your player. Use the Control Stick to select the path you want to take and press the A Button to continue along it.

USE THE CONTROL STICK TO SELECT A DIRECTION AT INTERSECTIONS AND PRESS THE A BUTTON TO KEEP MOVING.

TIP

TAKE A GOOD LOOK AT WHERE EACH PATH LEADS BEFORE YOU MAKE A DECISION. PRESS THE Y BUTTON DURING YOUR TURN TO GET A ZOOMED-OUT VIEW OF THE BOARD MAP AND PLAN YOUR MOVE. AT PATH INTERSECTIONS, THE FLASHING ARROW INDICATES THE QUICKEST ROUTE TO THE STAR.

You can end your turn on five different types of spaces: Plus Spaces, Minus Spaces, DK Spaces, Bowser Spaces, and Happening Spaces. Each of them has a different effect.

TYPES OF SPACES

SPACE	NAME	EFFECT	COLOR
	Plus Space	Earn three coins	Blue
	Minus Space	Lose three coins	Red
	Bowser Space	Bowser event	Red
	DK Space	DK event	Blue
	Happening Space	Special happening event (see Board Map description)	Random (Red/Blue)

NOTE

BOWSER EVENTS INCLUDE THE FOLLOWING:

- **BOWSER MINI-GAME:** *BOWSER TAKES ALL FOUR PLAYERS TO A BOWSER MINI-GAME; THE LOSERS LOSE CAPSULES, COINS, OR STARS.*
- **BOWSER SHUFFLE:** *ALL FOUR PLAYERS RANDOMLY SWITCH SPACES.*
- **BOWSER REVOLUTION:** *BOWSER TAKES EVERYONE'S COINS AND REDISTRIBUTES THEM EQUALLY.*
- **BOWSER BONUS:** *IF YOU HAVE A STAR, BOWSER GIVES YOU A ZTAR STAR, WHICH TAKES A STAR AWAY. IF YOU DON'T HAVE A STAR, BOWSER TAKES COINS. IF YOU DON'T HAVE COINS OR A STAR, BOWSER GIVES YOU 10 COINS!*

NOTE

DK EVENTS INCLUDE THE FOLLOWING:

- **DK ROULETTE:** *ROLL A NUMBER HIGHER THAN DK TO WIN A STAR FROM HIM.*
- **DK BONUS:** *ROLL A DICE TO SEE HOW MANY COINS DK WILL GIVE YOU.*
- **DK MINI-GAME:** *SPIN THE BANANA ROULETTE WHEEL TO SEE HOW MANY COINS DK WILL GIVE YOU FOR EVERY BANANA YOU COLLECT IN THE FOLLOWING DK MINI-GAME.*

Occasionally, the space you land on contains a hidden Coin Block, which gives you 10 coins.

A HIDDEN COIN BLOCK! WHAT LUCK!

CAPSULES

Every Board Map has at least one capsule machine. Whenever you pass over the pink arrow that points toward the capsule machine, you have the option of getting a free capsule from it. You can hold up to three capsules at a time (or five per team, if you're playing a Team Battle). You can receive five different types of capsules.

EVERY TIME YOU PASS A CAPSULE MACHINE, YOU CAN TAKE A RANDOM CAPSULE FROM IT FOR FREE.

CAPSULE TYPES

CAPSULE	TYPE	DESCRIPTION
	Move Event	Affects players' positions
	Coin Event	Affects player's coin total
	Capsule Event	Affects players' capsules
	Special Event	A variety of effects
	Bowser Capsule	Adds another randomly-placed Bowser Space to the Board Map

NOTE

YOU CAN'T GET A CAPSULE FROM A CAPSULE MACHINE IF IT'S THE LAST TURN (BECAUSE YOU CAN'T USE IT BEFORE THE GAME ENDS). ALSO, YOU CAN'T USE A CAPSULE MACHINE IF YOU DON'T HAVE ROOM TO CARRY MORE CAPSULES.

YOU CAN PAY COINS TO USE A CAPSULE ON YOURSELF...

...OR YOU CAN USE IT ON A SPACE IN FRONT OF YOU FOR FREE.

Once you have a capsule, you can choose to use it (or not use it) at the start of your turn, before you hit the dice and move. You can use a capsule on yourself, but it will cost coins to do so (see the capsule descriptions in the next chapter for details). You can also place the capsule on a space up to ten spaces in front of you for free.

NOTE

BE CAREFUL ABOUT PLACING CAPSULES ON THE BOARD. BECAUSE YOU'RE PLACING THEM WITHIN TEN SPACES OF YOUR CURRENT POSITION, THERE'S A 1 IN 10 CHANCE THAT YOU'LL LAND ON THE SPACE AFTER THE DICE ROLL!

If you use a capsule on yourself, its effects only last for that turn. If you place a capsule on the board, every player who ends their turn on that space is subject to the effects of the capsule.

TIP

IF YOU USE A CAPSULE ON A SPACE OCCUPIED BY ANOTHER PLAYER, THAT PLAYER WON'T FEEL ITS EFFECTS. REMEMBER, IT ONLY AFFECTS PLAYERS WHO END THEIR TURN ON THAT SPACE.

MINI-GAMES

THE COLOR OF THE SPACE ON WHICH YOU END YOUR TURN DETERMINES WHAT KIND OF MINI-GAME YOU PLAY.

As mentioned in the Types of Spaces table, every space on the board is considered either blue or red (Happening Spaces are randomly either blue or red). After all four players have finished moving, a Mini-Game begins. The type of Mini-Game you get depends upon which color spaces the players landed on.

RED AND BLUE SPACE COMBINATIONS

SPACES	TYPE	TYPICAL REWARD
Four blue spaces	4P Mini-Game	One winner gets 10 coins
Two red spaces, two blue spaces	2 vs. 2 Mini-Game	Each member of the winning team gets 10 coins
Three blue spaces, one red space (or vice versa)	1 vs. 3 Mini-Game	Each member of the winning team gets 10 coins

NOTE

SOMETIMES, A BATTLE MINI-GAME RANDOMLY REPLACES A 4P MINI-GAME. BATTLE MINI-GAMES ARE LIKE 4P MINI-GAMES BUT WITH HIGHER STAKES. EVERY PLAYER MUST GIVE UP A CERTAIN NUMBER OF COINS BEFORE THE START OF THE MINI-GAME, AND ONLY THE FIRST- AND SECOND-PLACE PLAYERS WIN COINS AT THE GAME'S END!

A ROULETTE WHEEL DETERMINES WHICH MINI-GAME YOU'LL PLAY.

After the type of Mini-Game has been chosen, a roulette wheel spins to determine which Mini-Game you'll play. If you chose to play Mini-Games of only a certain category (Easy, Skill, etc.), only those Mini-Games will appear on the wheel.

NOTE

IF YOU HAVEN'T PLAYED A CERTAIN MINI-GAME YET IN STORY OR PARTY MODE, ITS NAME APPEARS AS A STRING OF QUESTION MARKS ("???????") ON THE WHEEL. IF THE NAME OF THE MINI-GAME APPEARS, YOU'VE PLAYED IT IN STORY OR PARTY MODE BEFORE. EVERY MINI-GAME YOU PLAY IN STORY OR BATTLE MODE IS UNLOCKED IN MINI-GAME MODE.

COINS AND STARS

COLLECT MORE STARS THAN YOUR RIVALS TO WIN THE GAME!

The point of playing the Mini-Games at the end of each turn is to accumulate coins, which can be used to buy Stars. The player or team with the most Stars at the end of the game is the winner!

One Star Space appears in a random location on the board. Be the first player to reach it, and you can buy the Star for 20 coins.

NOTE

YOU DON'T HAVE TO LAND ON THE STAR SPACE TO PURCHASE A STAR; LIKE A CAPSULE MACHINE, YOU JUST HAVE TO MOVE PAST THE STAR SPACE TO ACTIVATE IT. IN FACT, YOU CAN'T LAND ON A STAR SPACE, BECAUSE IT'S NOT COUNTED AS AN ACTUAL SPACE ON YOUR DICE ROLL.

THE END OF THE GAME

As soon as the game gets down to its last five turns, Bowser shows up to make trouble. He changes the rules to make the last five turns even more chaotic than usual: During those turns, a player who ends their turn on a space occupied by another player automatically enters into a Duel Mini-Game with that player, competing for each other's coins or Stars!

DURING THE LAST FIVE TURNS, BOWSER SHOWS UP TO CAUSE TROUBLE.

NOTE

THE FOLLOWING ARE BOWSER'S TRICKS IN THE LAST FIVE TURNS OF THE GAME:

- *THERE ARE FIVE STAR SPACES INSTEAD OF ONE.*
- *ALL MINUS SPACES BECOME BOWSER SPACES.*
- *ALL PLUS AND MINUS SPACES' COINS ARE TRIPLED (GAIN OR LOSE NINE COINS BY LANDING ON THEM).*
- *ALL SPACES HAVE CAPSULE EVENTS.*

BONUSES ARE AWARDED AT THE END OF THE GAME, IF YOU TURNED THEM ON.

After the last turn, the game is over. If you turned bonuses ON when you set up the game, three bonus Stars are awarded.

BONUS STARS

STAR	NAME	HOW TO WIN IT
	Mini-Game Star	Win the most coins in Mini-Games.
	Coin Star	Collect the most coins during the game.
	Happening Star	Land on the most Happening Spaces during the game.

STORY MODE

CHOOSE STORY MODE FROM THE MAIN MENU TO BEGIN.

The Story Mode is very similar to Party Mode, except a number of features have been taken out to make your adventure through each Board Map quicker.

NOTE

BECAUSE TOAD AND KOOPA KID APPEAR AS CHARACTERS IN STORY MODE, THEY ARE NOT SELECTABLE AS PLAYABLE CHARACTERS.

The goal of Story Mode is to defeat Bowser's three Koopa Kids on five different Story Mode Board Maps, and then beat the big "B" himself in the Frightmare Mini-Game. If you manage to beat Bowser in Frightmare, you successfully complete the Story Mode!

TIP

COMPLETING STORY MODE ON ANY DIFFICULTY LEVEL UNLOCKS THE BOWSER'S NIGHTMARE BOARD MAP IN PARTY MODE AND THE FRIGHTMARE MINI-GAME IN FREE PLAY MINI-GAME MODE. COMPLETING STORY MODE ON HARD DIFFICULTY UNLOCKS BOTH OF THOSE SECRETS, AS WELL AS UNLOCKING INTENSE DIFFICULTY LEVEL IN ALL GAME MODES, WHICH IS EVEN TOUGHER THAN HARD!

DEFEATING KOOPA KIDS

DUEL AGAINST KOOPA KIDS TO TAKE THEIR COINS AND DEFEAT THEM.

Any time you pass or land on the same space as a Koopa Kid, you automatically enter into a Duel Mini-Game against that Koopa Kid. If two Koopa Kids are on the same space, you must choose one of them to Duel. The same thing goes if the Koopa Kids pass you or land on your space.

Whichever player passes or lands on the space of their rival is the challenger. The challenger always has the advantage going into a Duel because they wager fewer coins on the outcome of the Duel.

THE CHALLENGER ALWAYS HAS THE ADVANTAGE IN A DUEL.

DUEL PAYOFFS

CHALLENGER	IF CHALLENGER WINS	IF CHALLENGER LOSES
Player	Koopa Kid loses 15 coins	Player loses 5 coins
Koopa Kid	Player loses 10 coins	Koopa Kid loses 5 coins

NOTE

THE PLAYER WHO WINS THE DUEL DOESN'T GET TO KEEP THE COINS THE LOSER LOST.

The best strategy for Story Mode is to pursue the Koopa Kids relentlessly and never miss an opportunity to draw one of them into a Duel. Don't sit back and wait for them to come to you; it takes forever to defeat them that way.

ONCE THE PLAYER OR KOOPA KID LOSES ALL OF THEIR COINS, THEY'RE OUT OF THE GAME!

The player and each Koopa Kid begins each Story Mode Board Map with 20 coins. As soon as a player or Koopa Kid loses all of their coins, they are eliminated from the Board Map. Take all of the Koopa Kids' coins to defeat them and progress to the next Board Map.

NOTE

CAPSULE EFFECTS THAT WOULD NORMALLY TAKE 10 COINS AWAY FROM A PLAYER (SUCH AS SPINY OR HAMMER BRO) ONLY TAKE FIVE COINS IN STORY MODE.

ORDER OF SPACE EFFECTS

IF A SPACE HAS MORE THAN ONE EFFECT ASSOCIATED WITH IT, THE EFFECTS ARE RESOLVED IN THIS ORDER:

1. RESULT OF DUEL (IF YOU LAND ON A SPACE WITH ANOTHER CHARACTER)
2. CAPSULE EFFECT (HAMMER BRO, BULLET BILL, ETC.)/DK SPACE/BOWSER SPACE
3. PLUS OR MINUS SPACE

IF ANY PLAYER ON THE SPACE WINDS UP WITH ZERO COINS AT THE END OF ANY OF THESE ACTIONS, THEY'RE OUT OF THE GAME. THIS MEANS THAT IF YOU LAND ON A PLUS SPACE WITH A KOOPA KID ON IT AND LOSE A DUEL THAT TAKES AWAY ALL OF YOUR COINS, YOU CAN'T BE SAVED BY THE THREE COINS THAT A PLUS SPACE WOULD NORMALLY GIVE YOU, BECAUSE YOU'RE ELIMINATED IMMEDIATELY AFTER LOSING THE DUEL!

TIP

IF YOU'RE HAVING TROUBLE BEATING THE KOOPA KIDS, BUT YOU DON'T WANT TO LOWER THE DIFFICULTY LEVEL, CHOOSE A SET OF MINI-GAMES THAT YOU'RE REALLY GOOD AT! THIS IS A SNEAKY WAY TO BEAT STORY MODE ON THE HARD DIFFICULTY SETTING AND UNLOCK INTENSE MODE!

Each Board Map also has a time limit. If you fail to defeat all three Koopa Kids within 15 turns, you lose. During the last five turns, Bowser appears and doubles the number coins wagered in Duels to speed the action along.

TIP

IF A KOOPA KID LANDS ON A DK SPACE, DK APPEARS AND TAKES HALF OF THEIR COINS OUT OF THEIR POCKETS! IF YOU LAND ON A DK SPACE, HE GIVES YOU 10 COINS.

VS. SPACES

Story Mode has a type of space that doesn't appear in Party Mode: the Vs. Space. Landing on a Vs. Space triggers a Vs. Mini-Game. Unlike Duels, the winner (or winners) of a Vs. Mini-Game wins the coins forfeited by the loser (or losers). The type of Vs. Mini-Game and the payoff depends upon how many Koopa Kids remain in the game.

VS. SPACES BEGIN MINI-GAMES THAT PIT ALL REMAINING KOOPA KIDS AGAINST THE PLAYER FOR COINS.

STORY MODE VS. MINI-GAME PAYOFFS

# OF KOOPA KIDS	TYPE	PAYOFF
3	1 vs. 3 Mini-Game	Each loser pays 5 coins to each winner.
2	2 vs. 2 Mini-Game (Toad helps you)	Each loser pays 10 coins to each winner.
1	Duel Mini-Game	The loser pays 20 coins to the winner.

END OF THE BOARD MAP

YOU GET A RANKING AT THE END OF EACH BOARD MAP.

At the end of each Board Map, you get a letter ranking (S, A, B, C, or D, depending on how quickly you defeated the Koopa Kids). You also have a cumulative Star Rank based on your performance through Story Mode thus far. Getting high rankings doesn't affect the game at all, and it doesn't unlock anything, but it's pretty impressive nonetheless!

NOTE

THE RANKINGS ARE ADJUSTED FOR THE DIFFICULTY LEVEL AT WHICH YOU'RE PLAYING. FOR EXAMPLE, YOU MIGHT NEED TO DEFEAT ALL THREE KOOPA KIDS IN ONE OR TWO TURNS TO GET AN "S" RANKING FOR THE BOARD IF YOU'RE PLAYING EASY MODE. HOWEVER, IF YOU'RE PLAYING HARD MODE, YOU MIGHT STILL GET THE "S" IF YOU BEAT THEM IN THREE OR FOUR TURNS.

SUPER DUEL MODE

SELECT SUPER DUEL MODE FROM THE MAIN MENU TO ENTER THE SUPER DUEL GARAGE.

Super Duel Mode is an exciting, all-new, vehicle combat game that pits the players of *Mario Party 5* against each other in pedal-to-the-metal, one-on-one Super Duels. Selecting Super Duel Mode from the Main Menu takes you to the Super Duel Garage, where you can use the Control Stick to scroll through the different options and select one with the A Button.

- **Service Desk:** You find Skolar sitting here; he sells you machine parts and lets you try them out in test battles.
- **Garage A-1:** This is where Player 1's vehicle is stored.
- **Garage A-2:** This is where Player 2's vehicle is stored.
- **Garage B:** Vehicles saved to the Memory Card in Slot B appear in this garage.
- **Garage Gallery:** Photos of winning machines and their drivers are stored here.
- **Garage Door:** Leave Super Duel Mode through this door and return to the Main Menu.

NOTE

YOU CAN SAVE UP TO TWO VEHICLES ON THE SAME SAVE SLOT. BECAUSE THERE ARE THREE SAVE SLOTS PER MEMORY CARD, YOU'RE ALLOWED TO SAVE SIX VEHICLES PER MEMORY CARD. WHEN YOU LOAD VEHICLE DATA FROM SLOT B INTO GARAGE B, YOU CAN ALSO LOAD VEHICLE DATA FROM THE MEMORY CARD'S TWO SAVE SLOTS INTO SLOT A, SO, POTENTIALLY, YOU HAVE 12 VEHICLES TO CHOOSE FROM.

SERVICE DESK

To play a Super Duel, you must have a machine. Machines are built with parts purchased at the Service Desk. Parts are purchased with Mini-Game points. Every time you play a certain category of Mini-Game, you get one Super Duel point for that Mini-Game. Each Super Duel machine is made of four parts, and your machine must have all four parts before it can be entered into a Super Duel.

SPEAK TO SKOLAR AT THE SERVICE DESK TO BUY MACHINE PARTS.

SUPER DUEL PARTS

PART	PURCHASED WITH
Bodies	4P Mini-Game points
Tires	1 vs. 3 Mini-Game points
Engines	2 vs. 2 Mini-Game points
Weapons	Battle Mini-Game points

TIP

YOU GET A SUPER DUEL PART POINT FOR EACH MINI-GAME YOU ENTER IN ANY GAME MODE (STORY MODE, PARTY MODE, MINI-GAME MODE). YOU DON'T HAVE TO WIN THE MINI-GAME, OR EVEN COMPLETE IT, TO EARN THE SUPER DUEL PART POINT.

PURCHASE AS MANY DIFFERENT PARTS AS YOU CAN TO GIVE YOURSELF PLENTY OF MACHINE CONSTRUCTION OPTIONS.

Eleven different Bodies, Tires, and Engines and 13 different Weapons are available for purchase, but only nine of each are available from the start of Super Duel Mode. The names of parts that you can afford appear in white lettering. Parts that you can't afford appear in red lettering. Parts that you've already purchased appear in black lettering. Parts that have "????????" instead of a name are locked and must be unlocked before you can purchase them.

Buy as many parts as you can to give yourself options for building your Super Duel machine. Parts with higher point costs are generally better investments than parts with lower point costs.

THE MUSHROOM BODY IS THE WORST BODY THERE IS, BUT IT'S FREE!

DK Parts

TO UNLOCK THE DK BODY, DK TIRES, DK ENGINE, AND DK GUN AND MAKE THEM AVAILABLE FOR PURCHASE, DEFEAT DONKEY KONG IN ANY HARD SUPER DUEL TOURNAMENT. THIS ALSO UNLOCKS DK AS A SUPER DUEL MODE DRIVER.

Skolar Parts

TO UNLOCK THE SKOLAR BODY, SKOLAR TIRES, SKOLAR ENGINE, AND SKOLAR GUN AND MAKE THEM AVAILABLE FOR PURCHASE, SUCCESSFULLY COMPLETE BATTLE COMPETITION, FLAG COMPETITION, AND ROBO-RABBIT COMPETITION ON EASY, MEDIUM, AND HARD DIFFICULTY MODES (YOU MUST PLAY THROUGH NINE TIMES).

Bowser Parts

TO UNLOCK THE BOWSER PUNCH AND BOB-OMB WALL WEAPONS AND MAKE THEM AVAILABLE FOR PURCHASE, BUY ALL 44 OTHER MACHINE PARTS.

Note

FOR MORE INFORMATION ON SUPER DUEL MACHINE PARTS, REFER TO "SUPER DUEL MACHINE PARTS" NEAR THE END OF THIS GUIDE.

Garages

AFTER BUYING PARTS, GO TO YOUR GARAGE TO BUILD YOUR MACHINE.

After you purchase at least one full set of vehicle parts (Body, Tires, Engine, and Weapon), create your vehicle in Garage A-1 or Garage A-2. When Skolar asks you if you want to put a machine together, highlight YES and press the A Button.

You see four menus, one for each type of machine part. Simply highlight the part you want to use with the Control Stick and press the A Button. Mix and match the parts if you want; don't feel obligated to stick the Mushroom Tires on the Mushroom Body!

When your machine is fully assembled, give it a name. Select CONFIRM when you're done, and you're ready to roll, or confirm without assigning a name to give the machine a random name.

E Gadd!
A B C D E F G H I J K L M N
O P Q R S T U V W X Y Z
a b c d e f g h i j k l m n
o p q r s t u v w x y z ! ?
A 1 BACK CONFIRM
Select Enter Return
Please enter the name of your machine.

NAME YOUR NEWLY CREATED VEHICLE.

SKOLAR GIVES YOU THE LOWDOWN ON YOUR VEHICLE'S ABILITIES.

After naming the machine, Skolar shows you a chart of its abilities, represented by a yellow area inside a pentagon. Each corner of the pentagon indicates a different machine characteristic, and the closer the yellow area is to that corner of the pentagon, the higher your machine's rating is in that characteristic.

SUPER DUEL MACHINE CHARACTERISTICS

CORNER	CHARACTERISTIC
Yellow Vehicle Icon	Acceleration
Blue Vehicle Icon	Top Speed
White Boxing Glove	Attack Power
Red Heart	Health/Endurance
Green Steering Wheel	Handling

If you like how your machine looks, choose YES. If you want to go back to the drawing board, choose NO. Choosing YES finishes your machine, which is stored in whichever garage that it was created in until you get rid of it.

NOW THAT YOUR MACHINE IS COMPLETE, YOU HAVE NEW GARAGE OPTIONS.

As soon as you have completed the construction of your machine, you have four new options that you can access from the garage in which the vehicle was built.

- **Make Improvements:** Pressing the A Button while highlighting this wrench-shaped icon lets you swap out parts on your vehicle without scrapping it first.
- **Have a Look:** This eye-shaped icon lets you see your vehicle's characteristics, just as you did when you first built it.
- **Battle:** Start a Super Duel against a friend or the computer.
- **Delete:** Choose this trash can-shaped icon to junk your vehicle and start over.

NOTE

EVEN IF YOU DELETE YOUR MACHINE, YOU DON'T HAVE TO GO BACK AND RE-PURCHASE THE MACHINE PARTS AT THE SERVICE DESK. ONCE A MACHINE PART IS PURCHASED, IT'S PERMANENTLY AVAILABLE FOR YOUR USE.

SUPER DUEL BATTLES

Choose Battle from the garage menu to put your vehicle into action against other vehicles. You can choose to have a Vs. Battle against a human player who uses the machine in Garage A-2 or Garage B, or you can choose a 1-On-1 Battle that puts you in a tournament against CPU players. Since 1-On-1 Battle is where you unlock new play modes (and since Vs. Mode is practically identical to it), we focus on 1-On-1 Battle here.

NOW IT'S TIME TO FIGHT!

CHOOSE A SUPER DUEL TOURNAMENT: BATTLE, FLAG, OR ROBO-RABBIT.

When you first start Super Duel Mode, only Battle Competition is available as a 1-On-1 Battle, and you can play it only on Easy or Normal difficulty settings. You can play three different game modes, with three difficulty settings for each. Refer to the following table to see how to unlock them.

SUPER DUEL BATTLE GAME MODES

GAME MODE	DIFFICULTY SETTING	HOW TO UNLOCK
Battle Competition	Easy	Available from the start
Battle Competition	Normal	Available from the start
Battle Competition	Hard	Complete Battle Competition—Normal
Flag Competition	Easy	Complete Battle Competition—Hard
Flag Competition	Normal	Complete Battle Competition—Hard
Flag Competition	Hard	Complete Flag Competition—Normal
Robo-Rabbit Competition	Easy	Complete Flag Competition—Hard
Robo-Rabbit Competition	Normal	Complete Flag Competition—Hard
Robo-Rabbit Competition	Hard	Complete Robo-Rabbit Competition—Normal

NOTE

IF YOU LOSE IN ANY ROUND OF A SUPER DUEL BATTLE TOURNAMENT, YOU DON'T GET A SECOND CHANCE AT VICTORY. YOU HAVE TO START THE TOURNAMENT ALL OVER.

CAUTION

NOTHING THAT YOU UNLOCK, PURCHASE, OR CREATE IN SUPER DUEL MODE IS SAVED TO YOUR MEMORY CARD UNTIL YOU LEAVE SUPER DUEL MODE AND RETURN TO THE MAIN MENU. SO IF YOU'RE HAVING A TOUGH TIME IN A TOURNAMENT, DON'T RESET YOUR GAMECUBE, OR YOU LOSE EVERYTHING YOU'VE ACCOMPLISHED SINCE ENTERING SUPER DUEL MODE!

BATTLE COMPETITION

IT'S ALL-OUT WAR IN THE BATTLE COMPETITION!

Battle Competition puts you and your opponent in the arena with only one goal—completely destroy your rival within the 90-second time limit! If no one wins in 90 seconds, the match restarts from the beginning.

Fire your weapon (the B Button) at your opponent to wear them down, and keep moving to avoid their attacks (accelerate with the A Button, steer with the Control Stick). The first player to knock all of the hearts out of their opponent's health gauge wins the match!

TIP

MORE EXPENSIVE MACHINE BODIES HAVE MORE HEARTS AND ARE MORE RESISTANT TO DAMAGE. DON'T SKIMP ON THEM!

FLAG COMPETITION

GET THREE FLAGS BEFORE YOUR OPPONENT DOES—NOTHING ELSE MATTERS!

With 90 seconds on the clock, you must capture three flags before your opponent does. To capture a flag, simply roll right over it. If neither competitor gets three flags by the end of the time limit, the match is restarted from the beginning.

Remember that taking out your opponent is not the point of a Flag Competition! It's possible to win a Flag Competition without firing a shot. However, hitting your opponent with a weapon stuns them for a few seconds, giving you the chance to scoop up flags while they're paralyzed, so don't become a total pacifist!

ROBO-RABBIT COMPETITION

BLAST THREE OF THOSE ROBOT BUNNIES BEFORE TIME RUNS OUT!

In the Robo-Rabbit Competition, you must destroy three Robo-Rabbits before your opponent does. There's only 90 seconds on the clock, and if neither one of you racks up three Robo-Rabbits, you have to start the match over.

As in Flag Competition, you can stun your opponent by hitting them with your weapon, but your main focus should be to track and destroy the Robo-Rabbits in Robo-Rabbit Competition.

TIP

WATCH YOUR RADAR IN THE MIDDLE OF THE SCREEN TO SEE WHERE THE ROBO-RABBIT IS. ROBO-RABBITS ARE QUICK AND AGILE, AND THEY CAN ALSO TUNNEL THROUGH THE GROUND, MAKING THIS THE TRICKIEST SUPER DUEL GAME OF ALL!

BONUS MODE

CHOOSE BONUS MODE FROM THE MAIN MENU TO SEE THE BONUS MODE GAMES.

Select Bonus Mode from the Main Menu to check out the three Bonus games: Card Party, Ice Hockey, and Beach Volleyball. Bonus games are just that: extra games added to *Mario Party 5* as a bonus for you! Each Bonus game requires four players, with CPU players filling in for human players if you don't have four human players.

The Bonus games are all unlocked from the start of *Mario Party 5*, and none of the Bonus games unlocks anything else in *MP5*. They're included strictly for your own enjoyment

CARD PARTY

Card Party is the most complex of the Bonus games, but it shouldn't be too hard to pick up. After all, it's essentially a stripped-down version of Party Mode played with cards.

To set up the game, choose who controls each player, and then flip over cards to determine the order of play. Each player must then select their start space.

CARD PARTY IS A CARD-BASED VARIATION OF PARTY MODE, WITHOUT MINI-GAMES.

TIP

SINCE THE GOAL OF CARD PARTY IS TO GRAB AS MANY STAR CARDS AS POSSIBLE, PUT YOUR START SPACE AS CLOSE TO AS MANY STAR CARDS AS YOU CAN!

CHOOSE THE LENGTH OF YOUR GAME NEXT.

Next, choose how long you want your game to be. The shortest Card Party games take between five and ten minutes. The longest ones take between 20 and 25 minutes.

CARD PARTY GAME LENGTHS

GAME TYPE	# OF CARDS	# OF STAR CARDS	AVERAGE TIME
Short	49 (7x7)	7	5-10 min.
Standard	64 (8X8)	8	10-15 min.
Long	81 (9x9)	9	15-20 min.
Longest	100 (10x10)	10	20-25 min.

After the game is set up, each player takes turns rolling a dice and moving a certain number of spaces across various cards. At the game's start, all of the cards are face down, but as you move onto a new card, you flip it over to reveal its abilities. There are four types of cards.

CARD PARTY CARDS

CARD	NAME	DESCRIPTION
	Path Card	Reveals the pathway of spaces that you can follow.
	Item Card	Gives you a useful item.
	Event Card	Begins a potentially harmful, potentially helpful event.
	Star Card	Gives you a Star, Double Star, or Ztar Star.

TIP

YOU MIGHT ALSO UNCOVER A BOWSER CARD UNDERNEATH A PATH CARD. THIS CAUSES BOWSER TO APPEAR, WHICH USUALLY COSTS YOU OR ANOTHER PLAYER SOME STARS.

PATH CARDS

If you want to go anywhere in Card Party, you must move along the paths revealed by the Path Cards. Each Path Card has a green path lined with spaces, and you can move along as many spaces as the number you roll on the dice at the beginning of your turn.

PATH CARDS TELL YOU WHERE YOU CAN MOVE.

When you come to an intersection in the path, choose to go in any direction except back the way you came.

Although you should always take the most direct route toward Star Cards, the Path Cards that you flip over might not allow you to move along that route. Always have a backup plan in case you can't move in the direction that you need to!

ITEM CARDS

LANDING ON ITEM CARDS GIVES YOU ITEMS THAT YOU CAN USE BY PRESSING THE B BUTTON AT THE START OF YOUR TURN.

Every time you land on an Item Card, you get a potentially useful item. To use an item, press the B Button at the start of your turn, before you roll the dice.

ITEM CARD ITEMS

ITEM	NAME	EFFECT
	Cursed Mushroom	Use on another player to cut their dice roll in half.
	Mushroom	Gives you two dice to roll.
	Warp Pipe	Makes any Path Card a four-way intersection with only one space and reveals all adjacent Path Cards.

After you receive the item from the Item Card, it turns into a Path Card that you can continue moving along.

EVENT CARDS

Landing on an Event Card activates a completely unpredictable event. Sometimes it works in your favor, and sometimes you end up wishing you'd stayed far away from it! Use Event Cards if you lag behind other players and are willing to gamble on a chance at reversing your fortunes. Events found on Event Cards include the following:

EVENT CARDS TRIGGER WACKY EVENTS—ANYTHING GOES WITH THESE CARDS!

EVENT CARD EVENTS

CARD	NAME	DESCRIPTION
	Blue Boo	Steals a Star Card from an opponent and gives it to you.
	Pink Boo	Steals and discards one of your Star Cards.
	Send Away	The player is sent to a random spot on the board.
	Switch Places	You and a random opponent immediately switch places.

After an Event Card is played, it turns into a Path Card that you can move along.

Star Cards

WHOEVER HAS THE MOST STARS AFTER ALL THE STAR CARDS HAVE BEEN FLIPPED OVER IS THE WINNER!

Star Cards are the most important cards in the game. Landing on a Star Card either adds to or subtracts from your Star total. Once every Star Card has been flipped over, the game is over. The player with the most Stars wins the game. There are three different types of Star Cards.

STAR CARDS

CARD	NAME	DESCRIPTION
	Star	Adds one Star to your total.
	Double Star	Adds two Stars to your total.
	Ztar Star	Subtracts one Star from your total.

Once a Star Card is flipped over and the Star is added to (or subtracted from) your total, the card becomes a Path Card that you can move along.

It's possible to have a negative number of Stars if you find more Ztar Stars than Stars or Double Stars. Also, you keep the Star Cards that you flip over, and if an event takes one of your Star Cards away, you could get lucky and lose a Ztar Star, which effectively gives you a Star!

End of Game

ARE THE LEADERS TIED AT THE END OF THE GAME? NEVER FEAR!

If two or more players are tied for the highest number of Stars at the game's end, they face off in a simple game of chance to determine the winner. The players take turns choosing between eight face-down cards. The first one to find the Star hidden under one of them gets the bonus Star and wins the game!

WHOEVER HAS THE MOST STARS AT THE END OF THE GAME WINS!

Whichever player has the most stars at the end of the game (including the tie-breaking bonus round) is the winner. Congratulations!

Ice Hockey

AH, ICE HOCKEY, THE GREAT CANADIAN PASTIME!

Ice Hockey is a Bonus game in which two teams of two players face off on the ice and score as many goals as possible within the time limit. To score a goal, hit the puck past the goalie and into the opposing team's net.

Other than that, there are no rules! Knock your opponents silly—there are no penalties! And the only "icing" you're going to see in this Bonus game is around the corners of Wario's mouth after he finishes devouring an entire cake!

THE RULES ARE SIMPLE: PUT THE PUCK IN THE OPPONENTS' GOAL MORE TIMES THAN THEY PUT IT IN YOURS.

ICE HOCKEY CONTROLS

BUTTON	COMMAND (OFFENSE)	COMMAND (DEFENSE)
○	Move	Move
A	Pass	Steal
B	Strong Shot (Slow)	Body Check
X	Weak Shot (Fast)	—

Beach Volleyball

BEACH VOLLEYBALL'S ALL ABOUT HAVING FUN IN THE SUN!

Beach Volleyball is the *Mario Party 5* version of the classic summer sport, where two teams of two players knock a volleyball back and forth over the net. The rules are simple:

1. Knock the ball back and forth over the net.
2. No player can hit the ball twice in a row.

3. No team can hit the ball more than three times before putting it across the net.
4. If the ball lands on your side of the court, the other team scores a point—unless the ball lands outside the white boundary line, in which case your team gets a point.

Here are the simple controls:

BEACH VOLLEYBALL CONTROLS

BUTTON	COMMAND
◎	Move
A	Hit Ball
B	Jump

KNOCK THE BALL BACK AND FORTH ACROSS THE NET, AND TRY TO MAKE IT LAND ON THE OTHER TEAM'S SIDE.

Use the shadow of the ball to line up your player for a hit. The best way to score is to have one player "set" the ball by standing under it and pressing the A Button. The other player then gets under the ball, jumps up (B), and "spikes" it (A) over the net. Or they can set the ball again so that the first player can spike it.

You can use three different types of volleyballs in Beach Volleyball. Choose one of the following when you set up your game:

VOLLEYBALLS

BALL	NAME	EFFECT
	Normal Ball	A regulation volleyball
	Bob-omb Ball	The counter goes down by 1 with every hit; at 0, it explodes, giving a point to the other team.
	Dice Ball	Awards 1-6 points at random every time a team scores.

OPTIONS MODE

CHOOSE OPTIONS MODE FROM THE MAIN MENU, AND KALMAR GUIDES YOU THROUGH THE GAME OPTIONS.

If you want to examine or change the *Mario Party 5* game settings, choose to enter Options Mode from the Main Menu. There are four different game settings: Mini-Games, Controller, Sound, and Records.

MINI-GAMES

CHECK OUT WHICH MINI-GAMES YOU'VE UNLOCKED AND WHICH HAVE YET TO BE PLAYED.

The Mini-Games option lets you look at the lists of All Mini-Games, Easy Mini-Games, Action Mini-Games, Skill Mini-Games, and Goofy Mini-Games. If the name of a Mini-Game appears as a row of question marks ("???????"), it means you have yet to unlock it by playing it in Party or Story Mode.

TIP

IF YOU'RE TRYING TO UNLOCK THE LAST FEW MINI-GAMES, USE THIS OPTION TO TELL YOU WHAT CATEGORY THE MISSING MINI-GAMES ARE IN, AND THEN PLAY A PARTY MODE OR STORY MODE GAME USING ONLY THAT CATEGORY OF MINI-GAMES!

CONTROLLER

USE THIS OPTION TO TURN THE CONTROLLER'S RUMBLE FEATURE ON OR OFF.

If the Rumble feature on your GameCube Controllers is turned ON, you can turn it OFF with this option, and vice versa.

NOTE

FOR MINI-GAMES THAT USE THE RUMBLE FEATURE AS A CLUE (LIKE RUMBLE FUMBLE OR RUMBLE READY), A PULSING EXCLAMATION POINT WILL APPEAR INSTEAD OF THE RUMBLE IF YOU TURN THE RUMBLE FEATURE OFF.

Sound

USE THE SOUND OPTIONS TO TEST THE VOICES AND MUSIC IN THE GAME, AS WELL AS SET UP THE GAME TO PLAY PROPERLY THROUGH YOUR SPEAKERS.

Two options appear in the Sound submenu; choose between them with the Control Stick and press the A Button to change them. The left option lets you tell *Mario Party 5* what type of speaker setup you have connected to your GameCube (Stereo, Mono, Surround), so that the game sounds as good as it possibly can.

Caution

IF YOU DON'T KNOW WHAT KIND OF SPEAKER SETUP YOU HAVE, ASK SOMEONE WHO DOES, OR JUST LEAVE THE SETTING ON MONO OR STEREO.

The right option lets you listen to the music and voices in *Mario Party 5*. Every song or voice that you have heard while playing through the game appears in this option. Scroll through the categories with the L Button and the R Button, select a song or voice with the Control Stick, and press the A Button to hear it.

Note

BOARD BGMs MUST BE UNLOCKED. BOARD BGMs 1 & 2: PLAY ALL SEVEN BOARDS IN PARTY MODE. STORY BGM: FINISH STORY MODE. SUPER DUEL BGM: FINISH ANY TOURNAMENT.

Records

SOME MINI-GAMES SAVE YOUR BEST SCORES TO THE MEMORY CARD.

Take a gander at the Records Option to see your *Mario Party 5* records for Mini-Games, Board Maps, Mini-Game Decathlon, and Super Duel. Use the Control Stick to highlight a category of records and the A Button to confirm your choice. When you're done, back out of the submenus with the B Button to return to the Options Mode.

Mini-Game Mode

As you unlock Mini-Games in Story Mode and Party Mode, they become available for play in Mini-Game Mode. Choose Mini-Game Mode from the Main Menu to access the six Mini-Game Mode games: Free Play, Mini-Game Battle, Mini-Game Circuit, Mini-Game Decathlon, Mini-Game Wars, and Mini-Game Tournament.

At the start of Mini-Game Mode, each player chooses a character, and Player 1 sets the difficulty setting for any computer players. Once that's done, you don't have to do it again unless you return to the Main Menu!

Free Play

Free Play lets you practice the Mini-Games that you've unlocked in Story Mode and Party Mode. Select Free Play, and then use the L Button and the R Button to cycle through the different categories of Mini-Games (4P, 1 vs. 3, 2 vs. 2, etc.). Use the Control Stick to highlight a Mini-Game within that category and the A Button to play it. When the Mini-Game is over, you return to the screen from which you chose the Mini-Game.

FREE PLAY LETS YOU PLAY ANY MINI-GAME YOU'VE UNLOCKED.

Tip

IF YOU NEED TO RACK UP SOME POINTS TO PURCHASE MACHINE PARTS IN SUPER DUEL MODE, THIS IS THE BEST WAY TO DO IT. PICK THE QUICKEST MINI-GAME FROM THE CATEGORY IN WHICH YOU NEED POINTS, AND PLAY IT REPEATEDLY UNTIL YOU HAVE THE POINTS YOU NEED!

Mini-Game Battle

FOUR PLAYERS DUKE IT OUT FOR 3, 5, OR 7 WINS.

In Mini-Game Battle, four players compete in random 4P Mini-Games to see who can win 3, 5, or 7 of them first. You can also play Mini-Game Battle as two teams of two players who compete in 2 vs. 2 Mini-Games.

PEACH AND YOSHI WON THE MINI-GAME BATTLE HANDILY!

Each Mini-Game that you or your team wins counts as a point. The first team to rack up 3, 5, or 7 points wins Mini-Game Battle. If a Mini-Game ends in a draw, the players have to play the Mini-Game over until there is a winner.

MINI-GAME CIRCUIT

YOU GOT YOUR GRAND PRIX RACING IN MY MINI-GAME COMPETITION...AND IT TASTES GREAT!

NOTE

TO UNLOCK MINI-GAME CIRCUIT, YOU MUST HAVE UNLOCKED AT LEAST ONE 4P, ONE 1 VS. 3, ONE 2 VS. 2, AND ONE DUEL MINI-GAME.

Mini-Game Circuit is an event where four players zip around a racetrack, play Mini-Games, and compete to be the first to reach the finish line. The better you do in the Mini-Games, the faster you move along the track!

NOTE

THE MINI-GAMES IN WHICH YOU COMPETE ARE DETERMINED RANDOMLY. YOU'LL FIND YOURSELF PLAYING 4P, 1 VS. 3, AND 2 VS. 2 MINI-GAMES.

Every time you win a Mini-Game, you get to hit the dice and advance your car that number of spaces. There are only three types of spaces in Mini-Game Circuit: Bowser Spaces, Duel Spaces, and regular spaces.

MINI-GAME CIRCUIT SPACES

SPACE	NAME	EFFECT
	Bowser Space	Everyone plays a Bowser Mini-Game; losers move *backward* one dice block
	Duel Space	Challenge an opponent; loser moves *backward* one dice block
	Regular Space	Nothing special happens

NOTE

IF YOU LOSE A BOWSER OR DUEL MINI-GAME, YOU CAN'T MOVE ANY FURTHER BACKWARD THAN THE STARTING LINE. IF ANY MINI-GAME ENDS IN A DRAW, NO ONE MOVES.

USE YOUR MUSHROOM OR SUPER MUSHROOM IF YOU THINK YOU'RE GOING TO WIN THE NEXT MINI-GAME.

Each player also begins the Mini-Game Circuit with two Mushroom capsules and a Super Mushroom capsule. Before each Mini-Game, you have the option to use one of these capsules. If you win the following Mini-Game, you get to use the capsule. If not, you lose it.

TIP

IF YOU'RE IN A 2 VS. 2 MINI-GAME, AND YOUR PARTNER IS A CLOSE RIVAL WHO'S CHOSEN TO USE A CAPSULE, IT MIGHT BE WORTH INTENTIONALLY LOSING THE MINI-GAME TO WASTE THEIR CAPSULE!

MINI-GAME DECATHLON

TEN 4P MINI-GAMES AWAIT YOU. DO YOU HAVE WHAT IT TAKES TO WIN?

NOTE

MINI-GAME DECATHLON IS LOCKED UNTIL YOU PLAY ALL OF THE FOLLOWING MINI-GAMES IN PARTY MODE; NONE OF THESE GAMES ARE IN STORY MODE: CHOMP ROMP, DINGER DERBY, FLOWER SHOWER, GROUND POUND, HYDROSTARS, LATER SKATER, LEAF LEAP, NIGHT LIGHT FRIGHT, TRIPLE JUMP, AND WILL FLOWER.

In Mini-Game Decathlon, all four players compete in ten specific Mini-Games (listed in the previous note). Until all of those Mini-Games have been unlocked in Party Mode, you can't play Mini-Game Decathlon.

IF YOU'RE A MINI-GAME MASTER, YOU CAN EARN UP TO 1,000 POINTS PER MINI-GAME!

You can earn up to 1,000 points in each of the Mini-Games, depending upon how quickly and/or how accurately you complete the Mini-Game. Mini-Game Decathlon scores are updated at the end of each of the ten Mini-Games, and the player with the highest score at the end of the Decathlon wins.

MINI-GAME WARS

WIN A MINI-GAME, CHOOSE A TILE. THE PLAYER WITH THE MOST TILES AT THE END WINS.

In Mini-Game Wars, four players compete in 4P Mini-Games. The winner of each Mini-Game gets to select one of 19 hexagonal tiles to claim as their own. After 19 rounds, the player with the most tiles wins!

TIP

IF YOU PLACE YOUR OWN COLORED TILES ON EITHER SIDE OF AN OPPONENT'S TILE, YOU GET TO CLAIM THEIR TILES AS WELL! TO PROTECT YOUR TILES, PLACE THEM AROUND THE EDGES AND CORNERS OF THE BOARD, SO THAT YOUR OPPONENTS CAN'T PLACE THEIR TILES ON EITHER SIDE OF YOURS.

MINI-GAME TOURNAMENT

Mini-Game Tournament is exactly what it sounds like: a four-player tournament of Duel Mini-Games. Players compete for first place, second place, and a third-place consolation prize on the tournament bracket. Win a Mini-Game and advance to the next bracket; lose, and you're only in contention for the consolation match!

BATTLE THROUGH A TOURNAMENT OF DUEL MINI-GAMES!

THE MINI-GAME TOURNAMENT LADDER.

The player who wins two Mini-Games in a row wins the Tournament. If you win one and lose one, you wind up in second place. If you lose one and win one, you get the consolation prize, and if you lose two, you're not even invited to the awards banquet!

CAPSULES

This chapter describes the 28 different capsules you get from the capsule machines in *Mario Party 5*'s Story Mode and Party Mode. Each capsule description in this section begins with three important pieces of information:

- **Frequency:** How often you see this capsule in the game; each capsule is either common, uncommon, or rare.
- **Cost to Use on Self:** The number of coins it costs for you to use the capsule on yourself; this doesn't apply to some capsules.
- **Space Icon:** The icon that a capsule leaves on a Plus or Minus Space when used on that space; some capsules leave the same space icon, making it hard to tell what happens if you land on the space.

NOTE

YOU CAN USE A CAPSULE ON A SPACE THAT ALREADY HAS A CAPSULE EVENT ON IT. THE NEW EFFECT REPLACES THE OLD. SO, FOR INSTANCE, IF YOU USE A COIN BLOCK CAPSULE ON A SPACE WITH A BOB-OMB ON IT, THE SPACE LOSES THE BOB-OMB EFFECT AND GAINS THE COIN BLOCK EFFECT.

MOVE EVENT CAPSULES

Green Move Event capsules affect the movement or placement of players on the Board Map.

BUBBLE

FREQUENCY: RARE
COST TO USE ON SELF: 10 COINS
SPACE ICON: MOVE ARROW

Bubbles cause players to shoot ten spaces forward and lose all of their capsules. If you have capsules that you don't want to use and need to get rid of, and you want to propel yourself forward many spaces, using the Bubble on yourself can be a good move.

NOTE

WHILE MOVING UNDER THE EFFECTS OF A BUBBLE, YOU IGNORE ALL PASS-BY EVENTS, SUCH AS CAPSULE MACHINES, STAR SPACES, AND THE CRUMBLING SHORTBREAD BRIDGES ON THE SWEET DREAM BOARD MAP.

CURSED MUSHROOM

FREQUENCY: COMMON
COST TO USE ON SELF: 5 COINS
SPACE ICON: MUSHROOM

Players under the influence of a Cursed Mushroom move only 1 to 5 spaces after hitting the dice, rather than 1 to 10 spaces; essentially, it cuts the dice roll in half.

NOTE

USING A CURSED MUSHROOM ON YOURSELF NEGATES THE EFFECTS OF A MUSHROOM OR SUPER MUSHROOM.

TIP

WHILE THE CURSED MUSHROOM IS A HANDY TOOL FOR SABOTAGING PLAYERS, YOU CAN ALSO USE IT ON YOURSELF IF YOU'RE WITHIN FIVE SPACES OF A SPACE YOU WANT TO LAND ON. FOR EXAMPLE, IT'S HANDY FOR IMPROVING YOUR ODDS OF LANDING ON HAPPENING SPACES; REMEMBER THAT THE PLAYER WHO LANDS ON THE MOST HAPPENING SPACES WINS A BONUS STAR AT THE END OF THE GAME (IF BONUSES ARE TURNED ON).

Klepto

FREQUENCY: UNCOMMON
COST TO USE ON SELF: 10 COINS
SPACE ICON: MOVE ARROW

Klepto takes you to a space occupied by one of the other players. You choose the player whose space you share via a roulette wheel. Sharing the space with the other player doesn't start a Duel, nor does it activate the space's effects.

Mushroom

FREQUENCY: COMMON
COST TO USE ON SELF: 5 COINS
SPACE ICON: MUSHROOM

Using a Mushroom lets you roll two dice instead of one on your next turn. If you roll the same number on both dice, you get a 10-coin bonus.

Note

USING A MUSHROOM ON YOURSELF NEGATES THE EFFECTS OF A SUPER MUSHROOM OR CURSED MUSHROOM.

Super Mushroom

FREQUENCY: UNCOMMON
COST TO USE ON SELF: 10 COINS
SPACE ICON: MUSHROOM

Super Mushrooms let you roll three dice instead of one on your next turn. If you roll the same number on all three dice, you get a 30-coin bonus. If you roll 7-7-7, you get a 50-coin bonus.

Note

USING A SUPER MUSHROOM ON YOURSELF NEGATES THE EFFECTS OF A MUSHROOM OR CURSED MUSHROOM.

Warp Pipe

FREQUENCY: UNCOMMON
COST TO USE ON SELF: 10 COINS
SPACE ICON: MOVE ARROW

The Warp Pipe lets you exchange positions with another player, whom is chosen via the roulette wheel. When you arrive at your new space via the Warp Pipe, you don't trigger the space's effects.

Wiggler

FREQUENCY: RARE
COST TO USE ON SELF: 20 COINS
SPACE ICON: MOVE ARROW

Wiggler takes the player directly to the Star Space, where the player can spend the usual 20 coins to buy the Star. Placing Wiggler on a space effectively creates two Star Spaces on the Board Map, while using Wiggler on yourself allows you to buy a Star anytime you have 40 coins (20 to use the capsule, 20 to buy the Star).

Coin Event Capsules

Yellow Coin Event capsules affect one or more player's coin totals, either positively or negatively.

Bob-omb

FREQUENCY: RARE
COST TO USE ON SELF: 0 COINS
SPACE ICON: BOB-OMB

When Bob-omb is placed on a space, its counter is set at three. Every time a player crosses Bob-omb, either to pass over it or land on it, Bob-omb's counter goes down by one. All players standing on Bob-omb when its counter hits zero are blown up and lose 20 coins. Once Bob-omb has blown up, the space is no longer a Bob-omb space.

CAUTION

YOU CAN USE BOB-OMB ON YOURSELF, BUT IT JUST LANDS IN YOUR HANDS WITH THE COUNTER AT ZERO, BLOWING YOU UP AND COSTING YOU 20 COINS!

BULLET BILL

FREQUENCY: RARE
COST TO USE ON SELF: 10 COINS
SPACE ICON: COIN

Your next dice roll sends you flying along on a Bullet Bill, ignoring any pass-by events (capsule machines, Koopa Banks, etc.) and taking you directly to your destination. If any other players are between you and the space where you land, Bill knocks loose 30 coins from them and gives the coins to you.

COIN BLOCK

FREQUENCY: COMMON
COST TO USE ON SELF: 5 COINS
SPACE ICON: COIN

The Coin Block capsule creates a Coin Block that gives you 10 coins. If you use this capsule on yourself, you get a net gain of five coins (10 coins from the capsule minus 5 coins to use it). If you place it on a space, every player who lands on that space gets 10 coins, but capsules can be overwritten.

GOOMBA

FREQUENCY: RARE
COST TO USE ON SELF: 5 COINS
SPACE ICON: COIN

Goomba gives you the chance to exchange your coin total with another player's. You select the other player from a spinning roulette wheel.

HAMMER BRO

FREQUENCY: COMMON
COST TO USE ON SELF: 5 COINS
SPACE ICON: COIN

Watch out! If you land on a space with a Hammer Bro effect on it, the Hammer Bro appears above you, hits you with a couple of hammers, and steals 10 of your coins!

NOTE

IN A STORY MODE GAME, THE HAMMER BRO ONLY TAKES 5 COINS.

CAUTION

USE THE HAMMER BRO CAPSULE ON YOURSELF AND YOU'RE PAYING 5 COINS TO HAVE 10 MORE COINS TAKEN AWAY FROM YOU. WE CAN'T THINK OF A SINGLE REASON WHY YOU'D WANT TO DO THAT!

KOOPA BANK

FREQUENCY: UNCOMMON
COST TO USE ON SELF: 10 COINS
SPACE ICON: MONEY BAG

Any time anyone passes the Koopa Bank space without landing on it, they must deposit 5 coins into the Koopa Bank. Any time anyone lands directly on the Koopa Bank space, they receive all of the coins in the Koopa Bank.

NOTE

ALL KOOPA BANK CAPSULES GO TO THE SAME BANK, SO IF THE BANK ALREADY HAS COINS IN IT, USING A KOOPA BANK CAPSULE ON YOURSELF WILL GAIN YOU THOSE COINS. HOWEVER, IF A KOOPA BANK CAPSULE HASN'T BEEN USED, AND YOU USE ONE ON YOURSELF, YOU LOSE 10 COINS.

PARATROOPA

FREQUENCY: UNCOMMON
COST TO USE ON SELF: 10 COINS
SPACE ICON: COIN

Hit a die to determine the number of coins that Paratroopa steals from all other players: 1, 3, 5, 10, 15, 20, or 25 coins. You don't get the coins that the Paratroopa steals, but you do have the satisfaction of watching all of your opponents lose cash!

PIRANHA PLANT

FREQUENCY: UNCOMMON
COST TO USE ON SELF: 5 COINS
SPACE ICON: COIN

Landing on a Piranha Plant space causes a Piranha Plant to sprout up underneath you and steal half of your coins.

CAUTION

YOU CAN USE THE PIRANHA PLANT ON YOURSELF, BUT WHY WOULD YOU? YOU JUST END UP PAYING 5 COINS TO LOSE HALF OF YOUR REMAINING COINS!

SPINY

FREQUENCY: UNCOMMON
COST TO USE ON SELF: 5 COINS
SPACE ICON: COIN

Send Spiny after an opponent that you choose with the roulette wheel, and it knocks 10 coins off of them and gives the money to you.

NOTE

IN A STORY MODE MATCH, SPINY ONLY STEALS 5 COINS FROM A KOOPA KID. SINCE IT COSTS 5 COINS TO USE SPINY ON YOURSELF, YOU WON'T GAIN ANY COINS BY DOING SO, BUT IT'S A GOOD WAY TO TAKE OUT A KOOPA KID WHO HAS 5 OR FEWER COINS. HOWEVER, KEEP IN MIND THAT YOU CAN'T STEAL MORE COINS THAN THE KOOPA KID HAS, SO IF HE'S GOT FEWER THAN 5 COINS, YOU'LL LOSE A COUPLE OF COINS IF YOU USE SPINY TO ATTACK HIM.

CAPSULE EVENT CAPSULES

Red Capsule Event capsules affect one or more player's stash of capsules.

KAMEK

FREQUENCY: COMMON
COST TO USE ON SELF: 10 COINS
SPACE ICON: EXCLAMATION POINT

Kamek takes all of the players' capsules, shuffles them, and redistributes them evenly among all players.

NOTE

WHEN KAMEK DIVVIES UP THE CAPSULES, HE ALWAYS STARTS BY GIVING A CAPSULE TO THE PLAYER WHO CALLED HIM. SO IF THE PLAYERS HAVE FIVE CAPSULES BETWEEN THEM, THE PLAYER WHO USED KAMEK GETS TWO CAPSULES, AND EVERYONE ELSE GETS ONE.

LAKITU

FREQUENCY: COMMON
COST TO USE ON SELF: 10 COINS
SPACE ICON: EXCLAMATION POINT

Lakitu appears and steals a random capsule from the opponent that you select from a list. Lakitu gives you the capsule, unless your capsule capacity is full, in which case Lakitu keeps it and no player gets it.

MAGIKOOPA

FREQUENCY: RARE
COST TO USE ON SELF: 10 COINS
SPACE ICON: EXCLAMATION POINT

Magikoopa exchanges your capsules with those of another player, whom you choose from a roulette wheel.

Mr. Blizzard

FREQUENCY: RARE
COST TO USE ON SELF: 5 COINS
SPACE ICON: EXCLAMATION POINT

Mr. Blizzard drops from the sky and crushes you, taking away all of your capsules.

Caution

USE MR. BLIZZARD ON YOURSELF IF YOU HAVE CAPSULES THAT YOU WANT TO GET RID OF BUT DON'T WANT TO USE.

Ukiki

FREQUENCY: RARE
COST TO USE ON SELF: 10 COINS
SPACE ICON: EXCLAMATION POINTS

Select a player and Ukiki takes all of that player's capsules and uses them on random spaces across the Board Map.

Special Event Capsules

Blue Special Event capsules trigger a wide variety of different effects, from changing the location of the Star Space to starting a Duel Mini-Game between two players.

Bone

FREQUENCY: RARE
COST TO USE ON SELF: N/A
SPACE ICON: N/A

If you have a Bone capsule in your possession when an opponent sics a Chain Chomp on you, the Chain Chomp takes the Bone instead of your coins or Star.

Note

YOU CAN CHOOSE TO USE A BONE CAPSULE AT THE START OF YOUR TURN, BUT YOU ACTUALLY JUST THROW IT AWAY.

Chain Chomp

FREQUENCY: UNCOMMON
COST TO USE ON SELF: 15 COINS
SPACE ICON: CHAIN CHOMP

Choose an opponent from a list, and Chain Chomp will attack them and steal either coins or a Star for you. Stealing coins is free, but getting Chain Chomp to steal a Star for you costs 30 coins. Or you can choose to have Chain Chomp steal nothing at all.

Tip

A CHAIN CHOMP VICTIM CAN MINIMIZE THE NUMBER OF COINS STOLEN BY TAPPING THE A BUTTON REPEATEDLY, BUT THEY CAN'T STOP THE CHAIN CHOMP FROM STEALING A STAR.

CHANCE

FREQUENCY: RARE
COST TO USE ON SELF: 20 COINS
SPACE ICON: STAR-SHAPED ICON

The Chance capsule lets you determine a potentially game-changing swap of coins or Stars between yourself and a random opponent.

CAUTION

THE CHANCE CAPSULE LIVES UP TO ITS NAME—YOU MIGHT WIND UP BETTER OFF, BUT IT'S ALSO VERY POSSIBLE TO WIND UP WORSE OFF!

NOTE

IF YOU USE CHANCE, YOU ARE PICKED TO PARTICIPATE. IF YOU LAND ON CHANCE, BOTH PARTICIPANTS ARE CHOSEN AT RANDOM, AND YOU MIGHT NOT BE CHOSEN.

DUEL

FREQUENCY: UNCOMMON
COST TO USE ON SELF: 10 COINS
SPACE ICON: CROSSED SWORDS

A Duel capsule instantly starts a Duel between you and the opponent of your choice, just as if you both were occupying the same space during the last five rounds of Party Mode.

MIRACLE

Select Dice Block
Use Map
Miracle Capsule (automatically used)
Doesn't do anything if you have one,
but what happens if you get three?

FREQUENCY: RARE
COST TO USE ON SELF: N/A
SPACE ICON: N/A

One Miracle capsule does nothing by itself, but if you hold three of them at any point, they automatically give all Stars to last-place players and first place is left with nothing. If you're in second or third place, it obviously doesn't help you in any way.

TIP

IF YOU'RE IN FIRST PLACE, USING THE MIRACLE CAPSULES DOESN'T SWITCH ANYONE'S STAR OR COIN TOTALS, SO DON'T WORRY ABOUT THEM WORKING AGAINST YOU.

NOTE

IF YOU CHOOSE TO USE A MIRACLE CAPSULE AT THE START OF YOUR TURN, YOU ACTUALLY JUST THROW IT AWAY.

TWEESTER

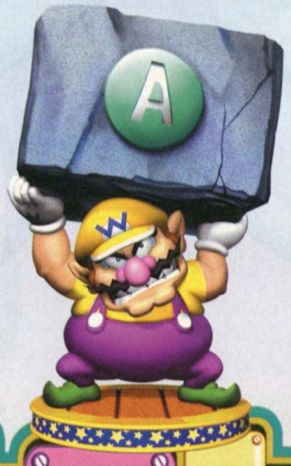
FREQUENCY: UNCOMMON
COST TO USE ON SELF: 15 COINS
SPACE ICON: WHIRLWIND

Using Tweester changes the location of the Star space. It's very handy for frustrating opponents who are closing in on the Star.

BOWSER CAPSULE

FREQUENCY: RARE
COST TO USE ON SELF: N/A
SPACE ICON: BOWSER

Bowser capsules are black with Bowser logos on them, and they don't fit into any other category. As soon as you get the Bowser capsule from the capsule machine, Bowser appears and places another Bowser Space on the Board Map.



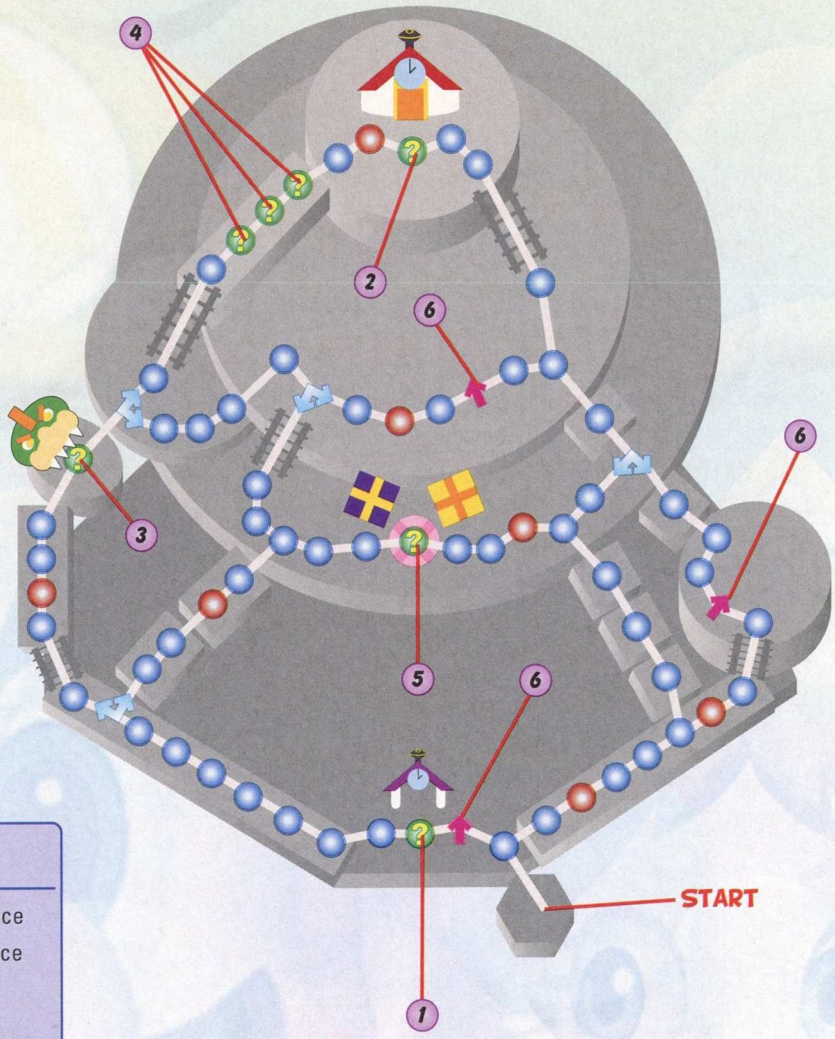
PARTY MODE BOARD MAPS

Toy Dream

Toy Dream is a Board Map inspired by the dreams of toys. Every map feature is made up of some sort of plaything, from the toy train that runs in a circuit around the Board Map's edge to the jack-in-the-box in its center. It's an easy map to move around, with four junctions that allow you lots of movement freedom. The path is well defined and doesn't cross over itself, making this Board Map the ideal choice for a novice player on which to hone their skills.

Toy Dream Stats

- Number of Capsule Machines: 3
- Number of Junctions: 4
- Number of Plus Spaces: 50
- Number of Minus Spaces: 7
- Number of Happening Spaces: 7
- Total Number of Spaces: 64



Toy Dream Key

Icon	Description
1	Lower Train Station Happening Space
2	Upper Train Station Happening Space
3	Bowser Mouth Happening Space
4	Building Blocks Happening Spaces
5	Jack-in-the-Box Happening Space
6	Capsule Machines

Happening Spaces

Seven Happening Spaces on the Board Map trigger five different Happening Events.

Upper Train Station

When you land on this Happening Space, you have the option of riding the train to the Lower Train Station Happening Space at the bottom of the Board Map (see "Lower Train Station"). While riding the train, press the A Button to jump up and reach the more than two dozen coins that pop out of the train's smokestack.

Lower Train Station

The Lower Train Station Happening Space allows you to ride the toy train to the Upper Train Station Happening Space. Just like the Lower Train Station Happening Space, you can jump for coins by pressing the A Button during the ride.

Bowser Mouth

Landing on the Bowser Mouth Happening Space causes the metal Bowser mouth to shut around the player. A cannon opens in the top of the robo-Bowser's head and fires the player all the way back to Start.

Building Blocks

Landing on any of these three Happening Spaces triggers the exact same event: Toy solders fire their cannon at the blocks and knock them over, dropping you down to the lower pathway that runs past the toy soldiers.

Jack-in-the-Box

When a player lands on this Happening Space, a jack-in-the-box pops up underneath them and bounces them to any random space on the board.

Capsule Machines 6

Three capsule machines exist in Toy Dream.

Capsule Machine # 1

The first capsule machine is located between the first and second spaces after Start.

Capsule Machine #2

The second capsule machine is found just above the Board Map's center; if you get knocked off of the building blocks by landing on a Building Blocks Happening Space, you wind up at the junction just before the second capsule machine.

Capsule Machine #3

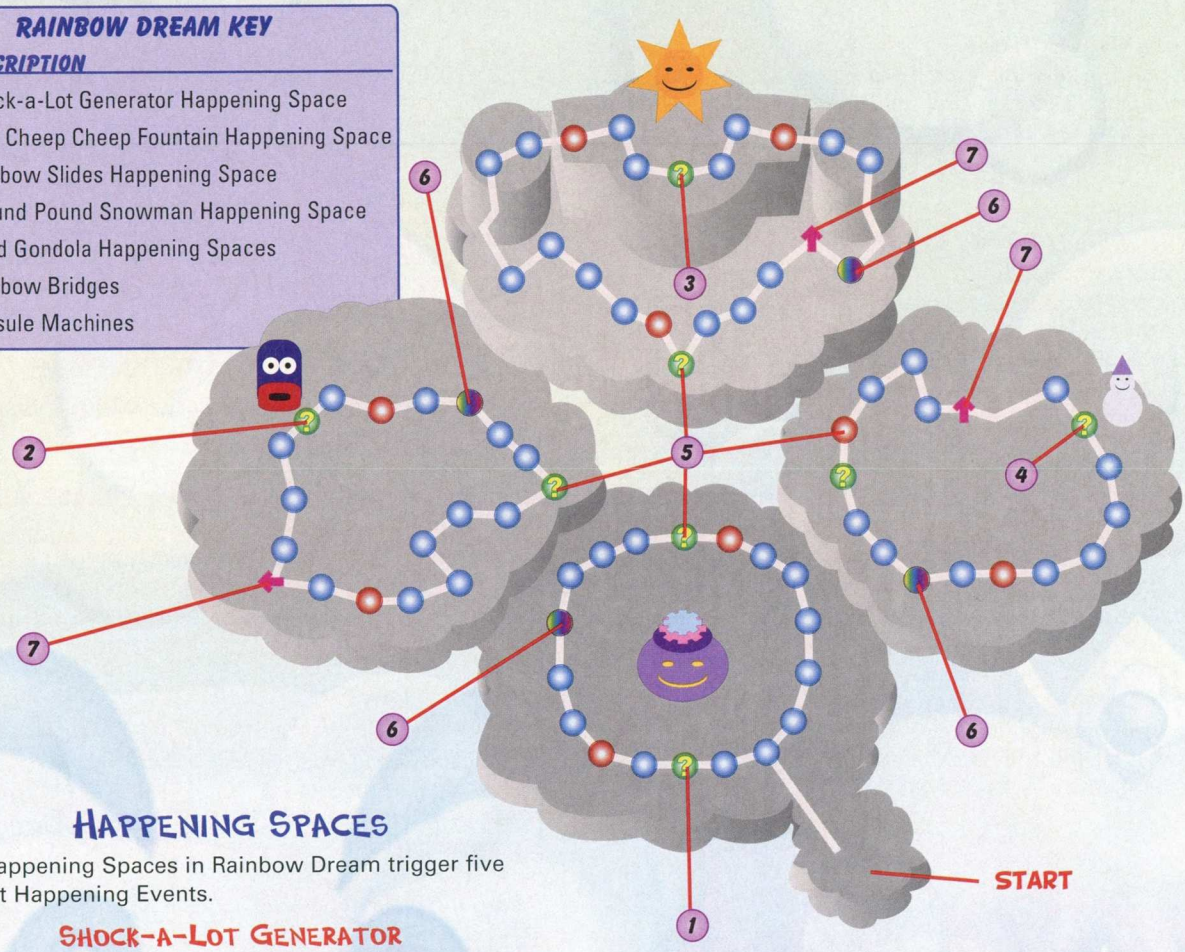
The third capsule machine is found in the Board Map's lower right corner, just before you pass Start.

Rainbow Dream

The Rainbow Dream Board Map is drawn from the dreams of skies, where buildings float on fluffy white clouds and Rainbow Bridges lead to new places. Although Rainbow Dream has a very simple layout—four clouds with clockwise pathways on them—it can be hard to get from cloud to cloud. You must either use the Rainbow Bridges, which cost 5 coins each time you cross them, or get lucky enough to ride the unpredictable Wind Gondola for free.

RAINBOW DREAM KEY

ICON	DESCRIPTION
1	Shock-a-Lot Generator Happening Space
2	King Cheep Cheep Fountain Happening Space
3	Rainbow Slides Happening Space
4	Ground Pound Snowman Happening Space
5	Wind Gondola Happening Spaces
6	Rainbow Bridges
7	Capsule Machines



Happening Spaces

Eight Happening Spaces in Rainbow Dream trigger five different Happening Events.

Shock-a-Lot Generator

Although the lower cloud is the only cloud in Rainbow Dream without a capsule machine, you can earn capsules by landing on the Shock-a-Lot Generator Happening Space. Press the A Button as fast as you can to run along the turbine. If you don't run at all, or only run a little bit you will not receive any capsules. The faster you run, the more capsules you earn, up to a maximum of three.

Rainbow Dream Stats

- Number of Capsule Machines: 3
- Number of Junctions: 4 (counting the Rainbow Bridges)
- Number of Plus Spaces: 52
- Number of Minus Spaces: 9
- Number of Happening Spaces: 8
- Total Number of Spaces: 69

King Cheep Cheep Fountain

Landing on the King Cheep Cheep Fountain Happening Space causes the section of the pathway around it to drop away. All of the water in the left cloud's pond drains out, and any players who are standing on the pathway near the fountain or on the lily pads to the right of the left cloud are flushed back to Start.

Rainbow Slides

Three Rainbow Slides appear when you land on this Happening Space. Each leads to a different space on a different cloud, but unfortunately you can't see where each slide ends, and you must choose to slide down one of them. On the bright side, each slide is filled with coins that you pick up along your ride.

Ground Pound Snowman

This frosty fellow can earn you a few coins if you're skilled at Ground Pounding. When you land on the Happening Space, perform a Ground Pound (A,A) from the highest point of your jump to send the snowman flying off of his see-saw into the air. When he lands, he launches you into a column of collectable coins.

TIP

THE HIGHER YOU ARE WHEN YOU PRESS THE A BUTTON FOR YOUR GROUND POUND, THE HIGHER THE SNOWMAN FLIES. THE HIGHER THE SNOWMAN FLIES, THE HIGHER HE LAUNCHES YOU INTO THE AIR WHEN HE LANDS. THE HIGHER HE LAUNCHES YOU, THE MORE COINS YOU PICK UP. IT ALL STARTS WITH A PERFECT GROUND POUND!

Wind Gondola

Four Happening Spaces give you the chance to ride the Wind Gondola in the center of the four clouds. If you agree to ride the Wind Gondola, it randomly drops you off on one of the other Wind Gondola Happening Spaces. This is a good way to move far ahead of your rivals quickly, but it's just as easy to overshoot the cloud that you're trying to reach.

Rainbow Bridges 6

The Rainbow Bridges (labeled 6 on the map) are your primary means of getting from one cloud to the next. To cross a Rainbow Bridge, all you have to do is pass by it, just like capsule machines.

Each Rainbow Bridge takes you to the next cloud in a clockwise direction. The Rainbow Bridge at the bottom of the Board Map leads to the left cloud, the left cloud's Rainbow Bridge leads to the top cloud, etc.

Activating a Rainbow Bridge costs five coins, but that's a bargain considering that the only other way to move to another cloud is to ride the unpredictable Wind Gondola.

NOTE

THE SPACES AT EACH END OF THE RAINBOW BRIDGES AREN'T CONSIDERED SPACES FOR THE PURPOSE OF YOUR DICE ROLL. FOR EXAMPLE, IF YOU ROLLED A 10 ON YOUR FIRST ROLL OF THE GAME AND CHOSE NOT TO ACTIVATE THE RAINBOW BRIDGE ON THE BOTTOM CLOUD, YOU'D WIND UP ON THE SPACE JUST BEFORE THE WIND GONDOLA HAPPENING SPACE.

Capsule Machines 7

Three capsule machines exist in Rainbow Dream.

Capsule Machine #1

The first capsule machine is on the left cloud, just before the King Cheep Cheep Fountain Happening Space.

Capsule Machine #2

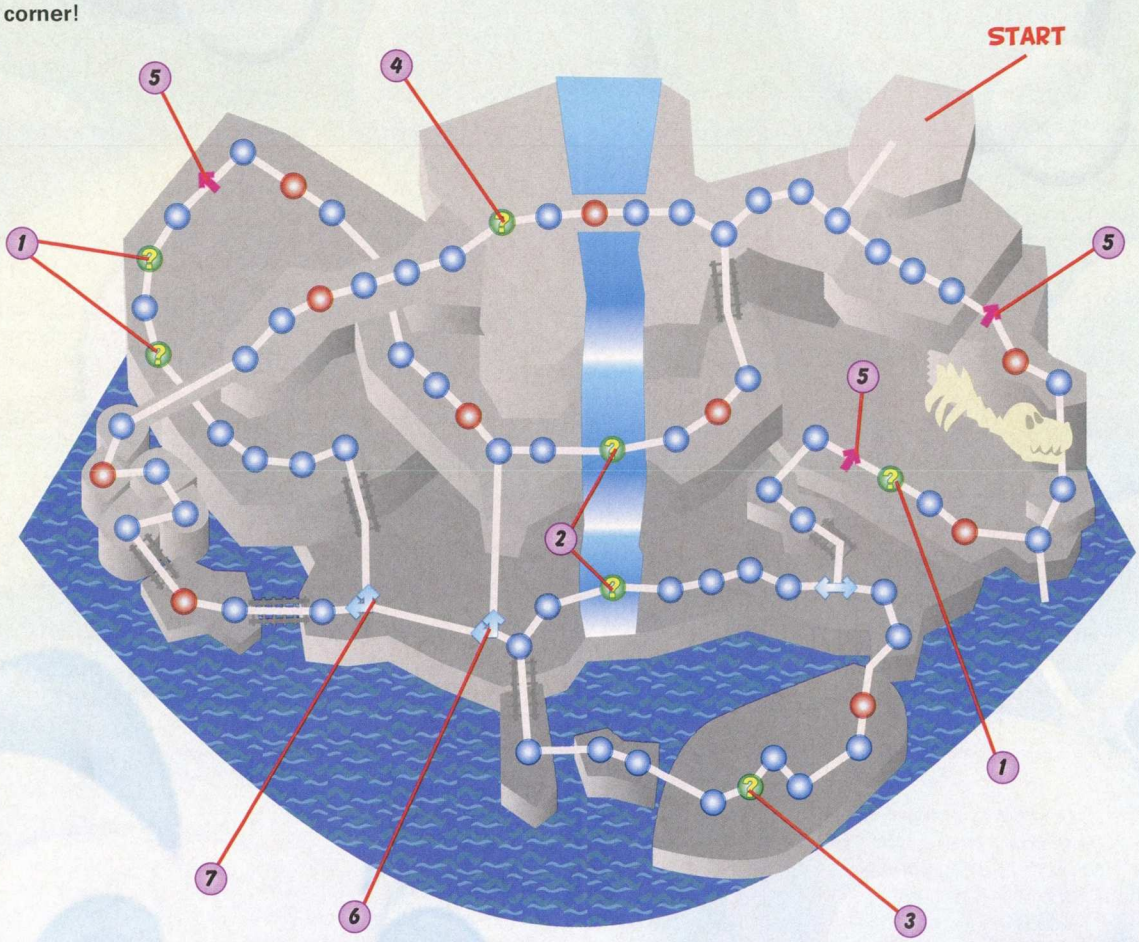
The second capsule machine is on the top cloud, just past the Rainbow Bridge to the right cloud.

Capsule Machine #3

The third capsule machine is on the right cloud, just before the Ground Pound Snowman Happening Space.

Pirate Dream

Pirate Dream is a Board Map created from treasure hunting dreams. Great riches and rewards are yours to find, but remember that fortune is fickle—easy come, easy go! Pirate Dream is one of the largest Board Maps in *Mario Party 5*, and it's also one of the trickiest on which to move around. Not only is the Pirate Dream layout confusing when you first play it, but it also has areas that are unreachable unless you have enough coins to bribe the Thwomp or Whomp in the Board Map's lower left corner!



Pirate Dream Key

Icon	Description
1	Rolling Boulder Happening Spaces
2	Waterfall Happening Spaces
3	Boat Cannon Happening Space
4	Monty Mole's Treasure Hunt Happening Space
5	Capsule Machines
6	Thwomp Elevator
7	Whomp Blocker

Pirate Dream Stats

- Number of Capsule Machines: 3
- Number of Junctions: 3
- Number of Plus Spaces: 57
- Number of Minus Spaces: 10
- Number of Happening Spaces: 7
- Total Number of Spaces: 74

Happening Spaces

Pirate Dream has seven Happening Spaces that trigger four different Happening Events.

Rolling Boulder

Landing on any of the three Rolling Boulder Happening Spaces causes a boulder to roll from the upper left section of the train tracks all the way down to the end of the tracks on the Board Map's right side. Any players caught in the path of the boulder flee for their lives and wind up on a space just below the huge dinosaur skeleton on the map's right side.

Waterfall

Both of the Waterfall Happening Spaces crumble underneath you when you land on them, dunking you into the drink and sending you back to a space just past the shipwrecked boat in the Board Map's lower right corner.

Boat Cannon

Landing on this Happening Space drops you into the boat's cannon and fires you up to a space further up the Board Map.

Monty Mole's Treasure Hunt

For the bargain price of five coins, you can dig up Monty Mole's yard in search of treasure. Press the A Button as many times as you can in five seconds after the treasure hunt begins. Every time you hit the A Button within the time limit, you get a coin, so you're virtually guaranteed to make a profit!

Capsule Machines 5

Three capsule machines exist in Pirate Dream.

Capsule Machine # 1

The first capsule machine is located just after Start.

Capsule Machine #2

You find the second capsule machine below the dinosaur skeleton on the Board Map's right side, just past one of three Rolling Boulder Happening Spaces.

Capsule Machine #3

The third capsule machine is all the way over in the Board Map's upper left corner, just past the pair of Rolling Boulder Happening Spaces.

Thwomp Elevator 6

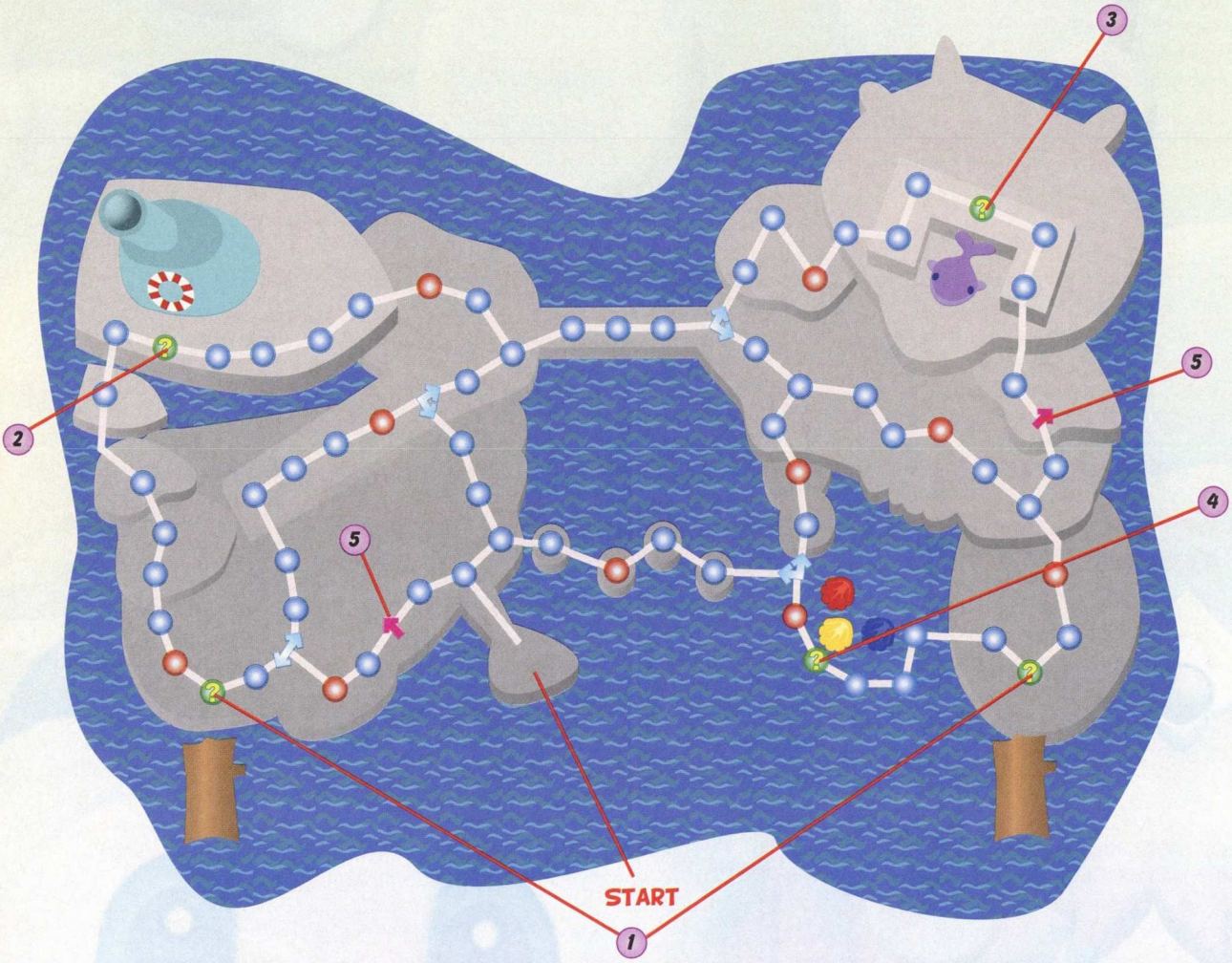
For 10 coins, you can ride the Thwomp Elevator up to the section of pathway where the upper Waterfall Happening Space is. The elevator ride is the quickest way to return to Start, but you can't reach the Monty Mole's Treasure Hunt Happening Space or the upper left capsule machine if you take it. If you can't afford it, you have to continue on to the left.

Whomp Blocker 7

This burly fellow blocks the ladder leading to the pair of Rolling Boulder Happening Spaces and the upper left capsule machine. Slip him a 10-coin bribe, and he lets you pass. Otherwise, take the ladder to the left that leads up to the pathway with the Monty Mole's Treasure Hunt Happening Space.

Undersea Dream

Undersea Dream is a Board Map made up of sea-floor fantasies, complete with finny friends, coral bridges, and sunken ships. One of the smaller Board Maps, it's quite possibly the easiest to move around on, thanks to its four junctions and numerous Happening Space shortcuts.



Undersea Dream Key

Icon	Description
1	Manta Ride Happening Spaces
2	Dolphin Ride Happening Space
3	Whale Spout Happening Space
4	Shell Game Happening Space
5	Capsule Machines

Undersea Dream Stats

- Number of Capsule Machines: 2
- Number of Junctions: 4
- Number of Plus Spaces: 53
- Number of Minus Spaces: 10
- Number of Happening Spaces: 5
- Total Number of Spaces: 68

Happening Spaces

Five Happening Spaces in Undersea Dream trigger four different Happening Events.

Manta Ride

You find two of these Happening Spaces in Undersea Dream, one in the Board Map's lower right corner and one in its lower left corner. Landing on either one gives you the option to ride a giant manta ray to the other Manta Ride Happening Space. If you accept, you can steer the manta ray with the Control Stick during your short trip to rack up as many as 20 coins along the way!

Dolphin Ride

Landing on this Happening Space automatically places you on the back of a friendly dolphin, who takes you on a wild ride and deposits you on the Board Map's right side.

Note

YOU CAN'T DECLINE THE DOLPHIN RIDE. IF YOU LAND ON THE HAPPENING SPACE, YOU'RE GOING, WHETHER YOU LIKE IT OR NOT!

Whale Spout

The Whale Spout Happening Space lets you choose to go for a ride on the whale's waterspout. If you agree, the whale deposits you either on the space directly before the Star or the space directly after it.

Caution

THE WHALE SPOUT IS AN ALL-OR-NOTHING HAPPENING SPACE. IF YOU ACCEPT THE RIDE, YOU'RE EITHER GOING TO WIND UP ONE SPACE AWAY FROM THE STAR, OR YOU'RE GOING TO BE AS FAR AWAY FROM IT AS YOU CAN POSSIBLY BE.

Shell Game

Pick one of the three shells for the chance to get a capsule. Not all of the shells contain capsules. You might get an old boot instead!

Capsule Machines 5

Two capsule machines exist in Undersea Dream.

Capsule Machine # 1

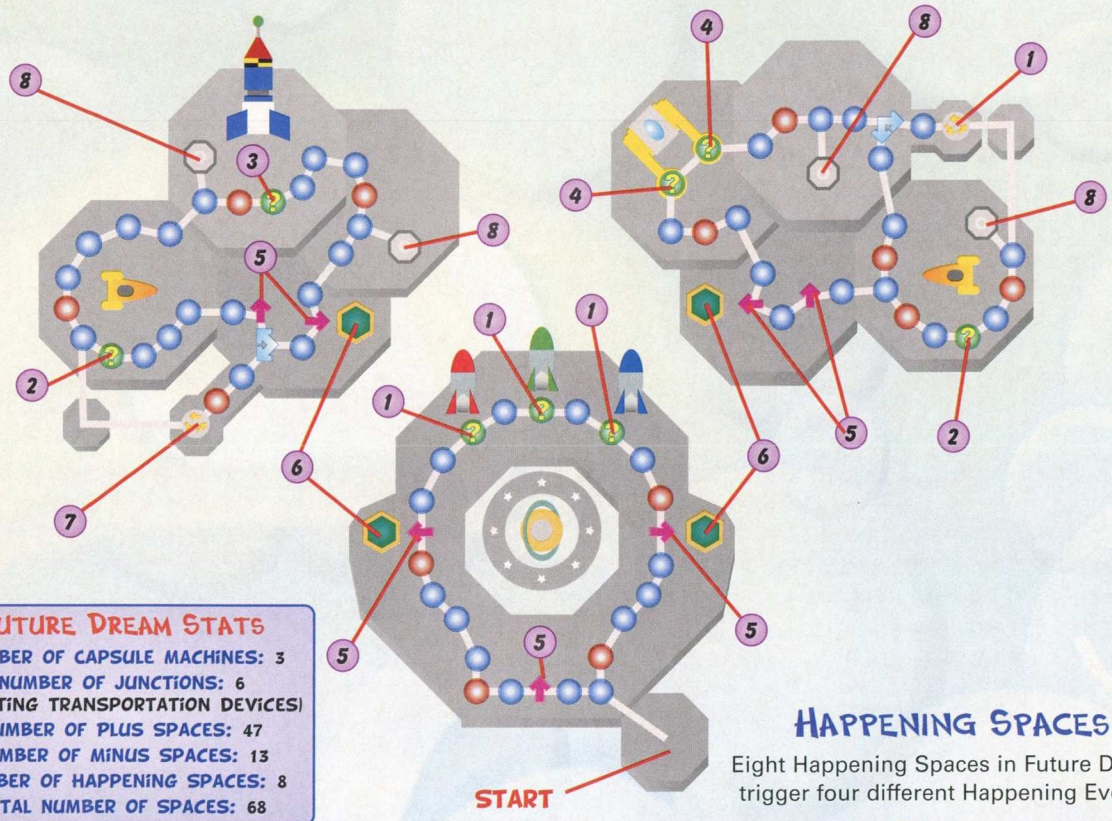
The first capsule machine is found between the second and third spaces after Start.

Capsule Machine #2

The second capsule machine is located just after the Whale Spout Happening Space, in the Board Map's upper right corner.

Future Dream

The Future Dream Board Map is composed of science-fiction dreams where rocket ships, robots, and teleportation are real. Like the Rainbow Dream Board Map, Future Dream is made from several separate platforms, but the Future Dream Board Map is easier to move around on, thanks to the transportation devices and three Rocket Happening Spaces. However, Future Dream's Minus Spaces make up almost one-fifth of the Board Map's total spaces, so expect to lose more coins and play more 2 vs. 2 and 1 vs. 3 Mini-Games here than usual!



Future Dream Stats

NUMBER OF CAPSULE MACHINES: 3
NUMBER OF JUNCTIONS: 6 (COUNTING TRANSPORTATION DEVICES)
NUMBER OF PLUS SPACES: 47
NUMBER OF MINUS SPACES: 13
NUMBER OF HAPPENING SPACES: 8
TOTAL NUMBER OF SPACES: 68

Future Dream Key

Icon	Description
1	Rocket Happening Spaces
2	Air Taxi Happening Spaces
3	Merry-Go-Shuttle Happening Space
4	Robot Roulette Happening Spaces
5	Capsule Machines
6	Transportation Devices
7	Revolving Platform Shortcuts
8	Rocket Landing Pads

Happening Spaces

Eight Happening Spaces in Future Dream trigger four different Happening Events.

Rockets

The three Rocket Happening Spaces on the middle platform place you in one of the three nearby rockets and randomly send you to one of the four rocket landing pads (marked on the map with 8).

Note

IF YOU LAND ON A ROCKET HAPPENING SPACE, YOU DON'T HAVE A CHOICE ABOUT WHETHER TO BLAST OFF. YOU ALSO HAVE NO CONTROL OVER WHICH LANDING PAD YOU ARRIVE ON.

Air Taxis

If you have 10 coins, the Air Taxi brings you all the way across the Board Map and drops you off on the opposite Air Taxi Happening Space. You can't decline the ride!

Note

THIS IS THE ONLY WAY TO MOVE DIRECTLY FROM THE LEFT PLATFORM TO THE RIGHT PLATFORM (OR VICE VERSA) WITHOUT GOING THROUGH THE CENTER PLATFORM.

Merry-Go-Shuttle

Merry-Go-Shuttle is an amusement park ride where you hold the A Button to raise your shuttle and release the A Button to descend. The UFO-shaped cart ahead of your shuttle spits out 20 coins during the ride—carefully control your elevation to pick them up!

Robot Roulette

Landing on either Robot Roulette Happening Space deposits you in front of the Robot Roulette game, where you press the A Button three times to line up the capsule icons on the spinning slots. If you get three of the same capsule icons, you get the capsule that the icon represents. If you don't match them up, you still get a random, common capsule, like a Mushroom.

Capsule Machines 5

Three capsule machines exist in Future Dream.

Capsule Machine # 1

The first capsule machine is just past Start on the middle platform.

Capsule Machine #2

The second capsule machine is in the middle of the left platform; choose not to take the revolving platform shortcut to reach it.

Capsule Machine #3

The third capsule machine is in the middle of the right platform, just past the Air Taxi Happening Space.

Transportation Devices 6

Two pairs of transportation devices operate in Future Dream: one on the Board Map's left side, and the other on the right side. You can enter any transportation device whenever you pass it, just as you can use any capsule machine that you pass.

Stepping into the left transportation device on the middle platform takes you to the transportation device on the left platform, and vice versa. The right transportation device on the center platform and the transportation device on the right platform are similarly linked.

Revolving Platform Shortcuts 7

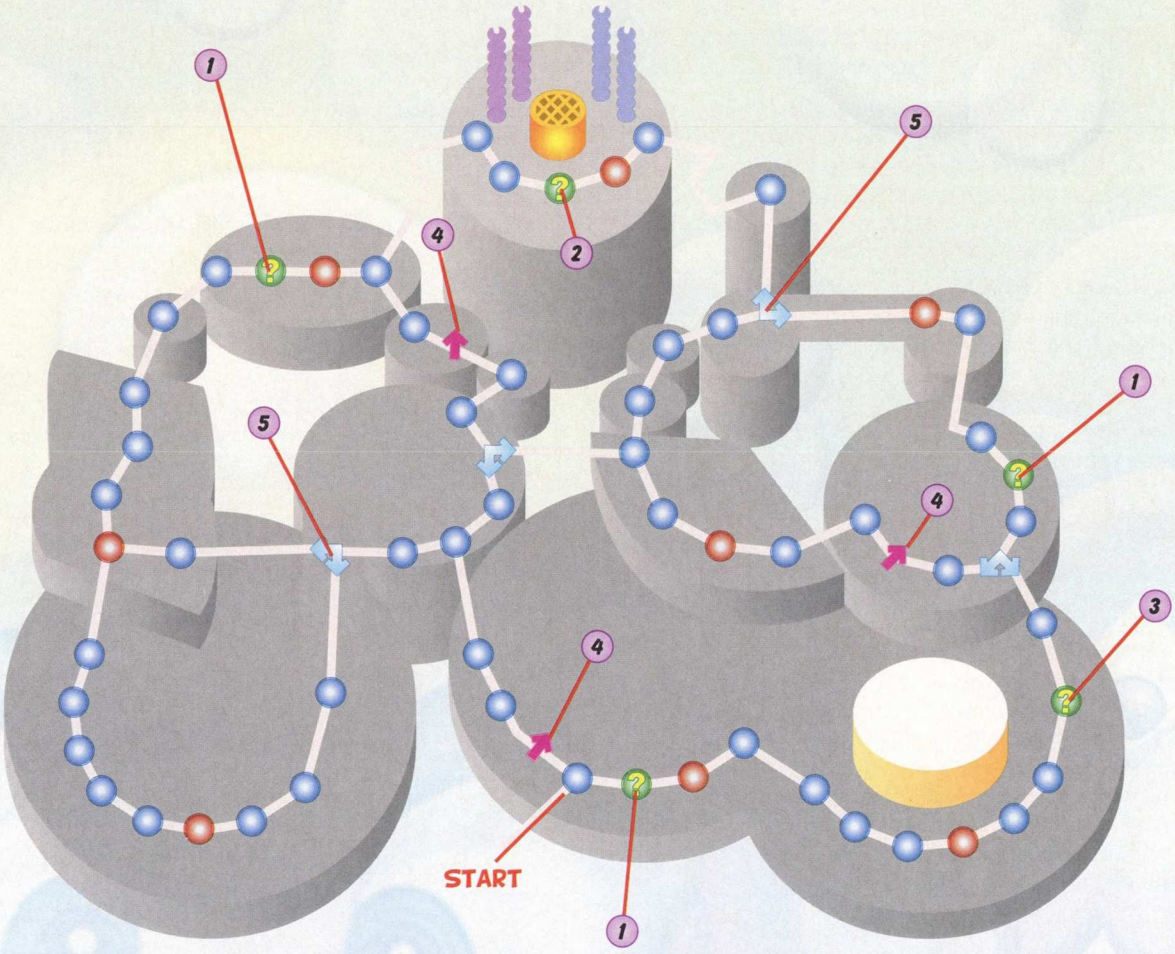
There are two revolving platform shortcuts, one on the left platform and one on the right. Stepping onto a revolving platform takes you along a right-angle path to a different location on the same platform.

Rocket Landing Pads 8

Whenever you step on a Rocket Happening Space (1), the rocket in which you ride randomly lands on one of these four landing pads. When you exit the rocket, you appear on the Plus Space next to the landing pad.

Sweet Dream

Welcome to Sweet Dream, a Board Map made of the richest desserts and treats you can imagine! Sweet Dream is the smallest Board Map in *Mario Party 5*, but it's also one of the hardest to navigate. Although four junctions are found along the path, two of them lead to crumbling shortbread bridges that change direction whenever a player crosses them, making it hard to plan out a long-term course of action.



Sweet Dream Key

Icon	Description
1	Cake Cut Happening Spaces
2	Party Happening Space
3	Candy Toss Happening Space
4	Capsule Machines
5	Crumbling Shortbread Bridge Junctions

Sweet Dream Stats

- Number of Capsule Machines: 3
- Number of Junctions: 2 (not counting the crumbling shortbread bridge junctions)
- Number of Plus Spaces: 46
- Number of Minus Spaces: 8
- Number of Happening Spaces: 5
- Total Number of Spaces: 59

Happening Spaces

Five Happening Spaces in Sweet Dream trigger three different Happening Events.

Cake Cuts

A giant knife appears and cuts out the section of cake on which you're standing. The piece of cake is moved to a dessert plate at the lower left corner of the board map, bringing you with it and dropping you off on a space near the plate.

Party

When a player lands on this Happening Space, a party is thrown in the player's honor. Spin a roulette wheel to see what you get for a present from every other player—10 coins, a capsule, or a Star. If none of the other players have the item that the roulette lands on, the player gets nothing.

Candy Toss

When you land on the Candy Toss Happening Space, you get an unlimited supply of candy that you must toss into five revolving cups. Press the A Button to jump and A again while in mid-air to throw the candy. You get five coins for every piece of candy you land in a cup.

Capsule Machines 4

Three capsule machines exist in Sweet Dream.

Capsule Machine #1

The first capsule machine is located immediately after the start.

Capsule Machine #2

The second capsule machine is located in the Board Map's center, just past the upper left Cake Cut Happening Space.

Capsule Machine #3

The third capsule machine is on the right side of the Board Map, beyond the junction and past the right Cake Cut Happening Space.

Crumbling Shortbread Bridge Junctions 5

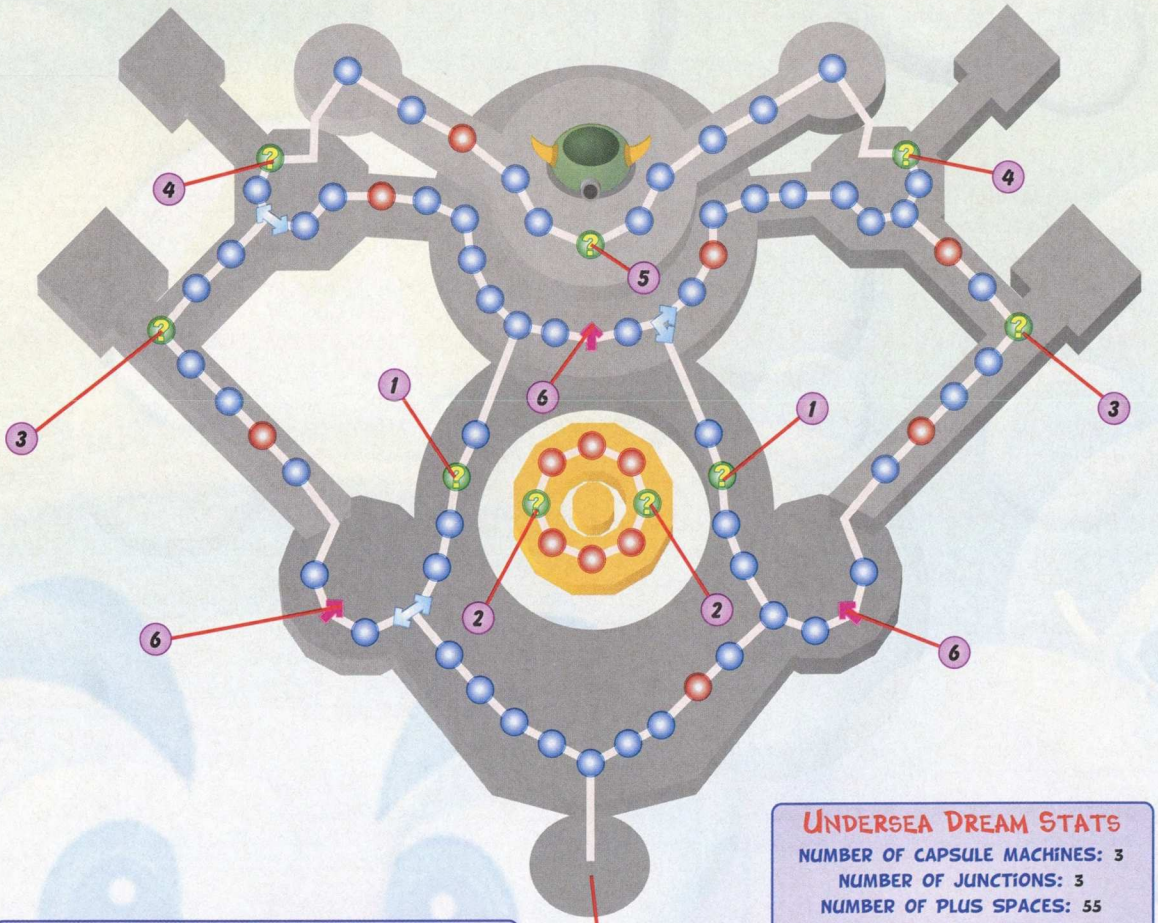
These junctions lead to bridges made of shortbread. Each bridge is aligned horizontally or vertically. Every time a player crosses a shortbread bridge, it crumbles behind them and reappears in the opposite alignment. If you cross a vertical shortbread bridge, the next player that comes to the junction must cross a horizontal shortbread bridge. So, even though the bridges have junction arrows in front of them, there's really only one way you can go when you reach them: the direction that the bridge is facing at the time.

Tip

If you use a Bullet Bill or Bubble Capsule to cross a shortbread bridge, it does not crumble behind you and change its orientation.

Bowser Nightmare

Bowser Nightmare is the toughest Board Map of them all. Drawn directly from the twisted imagination of the Koopa King, Bowser Nightmare has a higher ratio of Minus Spaces than any other Board Map. None of the Happening Spaces do you any good, either—you may find yourself trapped in the coin-draining Spin Stage, roasted by a flamethrower, trampled by Bowser's Walk, or have your coins, capsules, or Stars stolen in Bowser's Tower of Chance! On the bright side, the Board Map's layout is pretty straightforward, and it's easy to find your way around.



Bowser Nightmare Key

Icon	Description
1	Spin Stage Entrance Happening Spaces
2	Spin Stage Exit Happening Spaces
3	Bowser Walk Happening Spaces
4	Bowser's Tower of Chance Happening Spaces
5	Bowser Flamethrower Happening Space
6	Capsule Machines

Undersea Dream Stats

NUMBER OF CAPSULE MACHINES: 3
NUMBER OF JUNCTIONS: 3
NUMBER OF PLUS SPACES: 55
NUMBER OF MINUS SPACES: 13
NUMBER OF HAPPENING SPACES: 9
TOTAL NUMBER OF SPACES: 67

Note

BOWSER NIGHTMARE IS A HIDDEN BOARD MAP. TO UNLOCK IT, BEAT STORY MODE ON ANY DIFFICULTY LEVEL.

Happening Spaces

Nine Happening Spaces in Bowser Nightmare trigger five different Happening Events.

Spin Stage Entrances

Both of the Spin Stage Entrance Happening Spaces take you to Bowser's Spin Stage, the ring of Minus and Happening Spaces in the Board Map's center. You can't leave the Spin Stage until you land on one of the Spin Stage Exit Happening Spaces.

Spin Stage Exits

Two of the eight spaces in the Spin Stage are Spin Stage Exit Happening Spaces. The only way to leave the Spin Stage is to land on one of these. The other six spaces are Minus Spaces that sap your coin supply with each turn you spend in the Spin Stage.

Bowser Walks

Bowser comes out of his castle and takes a walk all the way around the bottom half of the Board Map to the other Bowser Walk Happening Space. He turns every Plus Space in his path into a Minus Space, and any players unfortunate enough to be in his way get stepped on and lose 10 coins. The Minus Spaces stay Minus Spaces for the rest of the turn and through the following turn; after that, they change back into Plus Spaces.

Bowser's Towers of Chance

This "lucky" Happening Event gives you the choice of a red box or blue box. Select one for a random negative outcome, including losing coins, capsules, or a Star, or dropping through the floor and returning to Start.

Bowser Flamethrower

Bowser uses his flamethrower to torch any player standing on any of the five spaces around the flamethrower. Any player caught in the fire loses all of their capsules.

Capsule Machines 6

Three capsule machines exist in Bowser Nightmare.

Capsule Machine # 1

The first capsule machine is in the Board Map's lower left corner.

Capsule Machine #2

The second capsule machine is in the Board Map's center, between the Bowser Flamethrower and Spin Stage.

Capsule Machine #3

The third capsule machine is in the Board Map's lower right corner, opposite capsule machine #1.

4P MINI-GAMES

CHIMP CHASE

CATEGORIES
EASY, ACTION

CHIMP CHASE CONTROLS

BUTTON	COMMAND
◎	Move
A	Grab/Release Ukiki

In Chimp Chase, it's up to you to return as many baby Ukikis to their parents as possible within the time limit. To return a baby Ukiki, simply pick it up with the A Button and run toward the adult of the same color. When you're standing directly in front of the adult Ukiki, press the A Button again to toss the little tyke into its parent's arms and score a point. The player who manages to rack up the most points within the 30-second time limit is the winner and receives 10 coins for their trouble!

YOU'VE ONLY GOT 30 SECONDS—MAKE THEM COUNT!

TIP

ONE GOLDEN BABY UKIKI BOUNCES INTO THE ACTION AS THE CLOCK STARTS WINDING DOWN. PICK IT UP AND RETURN IT TO ANY ADULT UKIKI FOR THREE POINTS. IT'S A GREAT WAY TO TURN THE GAME AROUND!

Don't get too fussy in your choice of baby Ukikis. While it's always a good idea to try and pick up a baby Ukiki that is the same color as the nearest adult, don't waste precious seconds chasing a particular Ukiki.

Also, once you have a baby Ukiki, properly return it to its parent. If any players or other baby Ukikis are between you and the parent when you press the A Button, or if you're not directly in front of its parent, the baby won't make it back to mama, and you wasted the time it took to grab and carry it.

THE UKIKI-TOSSING ACTION IS FAST AND FURIOUS, SO DON'T WASTE TIME!

BABYSITTING UKIKIS IS A THANKLESS TASK. THEY JUMP BACK INTO THE ACTION AS SOON AS THEIR MOMS STOP WATCHING!

TIP

SOMETIMES, AN ADULT UKIKI STARTS SCREAMING AT ITS KIDS. WHEN THIS HAPPENS, ALL OF THAT UKIKI'S KIDS FREEZE FOR A MOMENT, MAKING THEM EASIER TO PICK UP.

CONGRATULATIONS, MARIO! YOU'RE A CHAMPION BABY CHIMP-FLINGER!

CHOMP ROMP

Chomp Romp
START
PRACTICE
Rules
Scroll
Guide the Chain Chomp to the finish line by calling it with a whistle. Whoever gets it across the goal first wins.

CATEGORY
SKILL

CHOMP ROMP CONTROLS

BUTTON	COMMAND
○	Move
A	Blow Whistle

Taking a Chain Chomp for a stroll is no walk in the park—well, actually, in this case it is! Chomp Romp requires you to guide your toothy pal around playground obstacles by blowing a whistle to call him. Immediately after you whistle, the Chain Chomp turns toward you and zooms in a straight line toward the place where you blew the whistle. He won't stop until he hits a solid obstacle.

Be careful, though! If you're in front of the Chain Chomp when he's moving, he bowls you over and delays you for a few seconds, giving your opponents a chance to pull ahead! You don't have a time limit, but you are competing against three rivals to see who can get their Chain Chomp across the finish line first for a 10-coin prize!

TIP

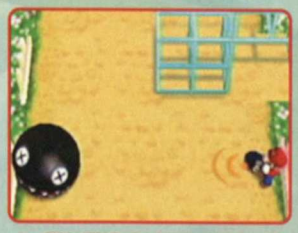
LUIGI (IN THE UPPER RIGHT CORNER) HAS THE RIGHT IDEA: WHISTLE TO CALL THE CHAIN CHOMP, AND THEN MOVE OUT OF THE WAY AND INTO POSITION FOR THE NEXT WHISTLE WHILE THE CHOMP'S STILL MOVING.

You want to use the fewest number of whistles to get the Chain Chomp to the finish line, and you must move quickly and not waste time. After whistling for the Chain Chomp, immediately move into position for the next whistle. That way, you're out of the Chomp's way and where you must be to whistle for the Chain Chomp's next move.

MARIO'S METHOD

MARIO'S GOT THE CHOMP ROMP ALL FIGURED OUT. HERE'S WHERE YOU SHOULD STAND AND WHISTLE FOR THE QUICKEST WAY TO GET THE CHAIN CHOMP ACROSS THE FINISH LINE. REMEMBER TO WHISTLE FOR THE CHAIN CHOMP AND THEN IMMEDIATELY MOVE INTO THE NEXT POSITION AS SOON AS YOU FINISH WHISTLING!

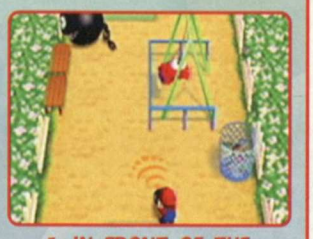
1. IN FRONT OF THE GREEN SLIDE



2. ON THE RIGHT SIDE OF THE SCREEN, DIRECTLY ACROSS FROM POINT 1

3. IN FRONT OF THE SWING SET

4. BETWEEN THE SLIDE AND THE PARK BENCH



5. IN FRONT OF THE FOUNTAIN

6. TO THE RIGHT OF THE FOUNTAIN

7. DIRECTLY IN FRONT OF THE FINISH LINE

MARIO TOOK THAT CHAIN CHOMP TO OBEDIENCE SCHOOL!

Coin Cache

Coin Cache
START
PRACTICE
Rules
Scroll
Collect coins by jumping into bricks. Careful! Not all of the bricks give you coins. Whoever collects the most coins wins.

CATEGORIES
EASY, ACTION, SKILL, GOOFY

COIN CACHE CONTROLS

BUTTON	COMMAND
◎	Move
Ⓐ	Jump

NOTE

IN COIN CACHE THERE ARE NO REAL WINNERS OR LOSERS. YOU GET TO KEEP ALL THE COINS YOU COLLECT IN COIN CACHE, SO BRUSH UP ON THOSE BRICK-BASHING ABILITIES AND BRING HOME THE BACON!

If there's one thing the Mario family likes more than jumping on top of Koopas or eating magic Mushrooms, it's smashing bricks with a solid overhead punch! And that's exactly what you do in Coin Cache: Three rows of bricks rotate overhead, and many of the bricks contain coins. Jump underneath a brick with the A Button to punch it and either shatter it or get a coin out of it. You get to keep every coin you collect in this Mini-Game, but you've only got 30 seconds, so get smashing!

A MERE 30 SECONDS ISN'T MUCH TIME TO LINE YOUR POCKETS, SO MOVE QUICKLY AND SMASH AS MANY BRICKS AS YOU CAN!

TIP

SOME BLOCKS ARE HIDDEN COIN BLOCKS. PUNCH THEM REPEATEDLY FOR LOTS OF COINS. IF A BRICK BLOCK GIVES YOU A COIN AND DOESN'T TURN INTO AN ORANGE SQUARE AFTER YOU HIT IT, KEEP JUMPING UP AT IT TO COLLECT A BUNCH OF COINS!

Slow down your rivals by either jumping on top of them or hitting the brick that they stand on from below. And use the sides of the screen to your advantage—if you run off of the left side of the screen, you reappear at the right side. It's a great way to plan a sneak attack!

TIP

THE ONLY WAY TO REACH THE UPPER ROWS IS BY STANDING ON THE LOWER ROWS. TRY TO REACH THE UPPER ROWS WHILE THE BOTTOM ROWS ARE STILL RELATIVELY UNDAMAGED, OR YOU WIND UP FALLING THROUGH THE GAPS.

But don't get too aggressive. Remember, your primary goal is to rack up as many coins as possible. Don't waste time taking out one opponent while the other two rake in the riches!

MARIO ENGAGES IN A BIT OF SIBLING RIVALRY AND SQUISHES LUIGI FLAT AS A PANCAKE.

EVERYONE'S A WINNER WHEN THEY GO HOME WITH MONEY IN THEIR POCKETS.

Coney Island

CATEGORIES
EASY, SKILL, GOOFY

CONEY ISLAND CONTROLS

BUTTON	COMMAND
○	Move

I scream, you scream, the whole Mario Party screams for ice cream! Coney Island tests your hand-eye coordination by requiring you to catch enormous falling scoops of ice cream in your gigantic sugar cone. Whoever catches the most scoops by the end of the 30-second time limit gets a 10-coin prize!

Watch the ground for the shadows of the ice cream scoops as they fall from the sky, and position yourself directly on a shadow to catch the chilly treat. Several scoops fall from the sky at the same time, so don't waste time reaching a shadow before a rival does. You can't push rivals out of the way, so focus on your own cone and don't let your opponents slow you down.

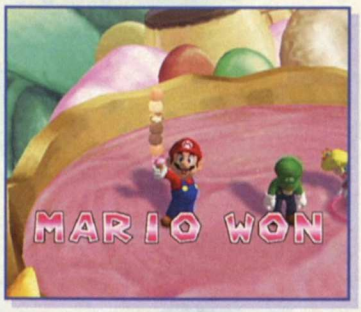
PEACH AND LUIGI SHOULD BE CATCHING THEIR OWN SCOOPS, NOT TRYING TO BEAT MARIO TO THE PUNCH!

MARIO'S GOT SOME SERIOUS ICE CREAM STACKING SKILLS!

THE MORE SCOOPS YOU HAVE, THE SLOWER YOU MOVE, AND THE HARDER IT IS TO REACH THE FALLING SCOOPS.

The more scoops of ice cream you stack, the slower you move. Fortunately, once you catch a scoop, you can't lose it. There's no danger that your cone's going to collapse, so move as fast as you can!

IF YOU WIN, YOUR CONE SHRINKS TO AN EDIBLE SIZE, AND YOU GET 10 COINS TO BOOT—DOUBLE REWARD!



DINGER DERBY

Dinger Derby
START
PRACTICE
Rules
Scroll
Swing the baseball bat and hit the pitches from the pitching machine. Whoever hits the most pitches wins.

CATEGORIES
EASY, SKILL

DINGER DERBY CONTROLS

BUTTON	COMMAND
A	Swing

Ah, baseball: the great American pastime! Mario and pals have 30 pitches to show off their inner Ichiros (this is a Nintendo game, after all). Four batting machines throw the exact same pitches to all four contestants, and the player who manages to hit the most baseballs (by swinging with the A Button) wins the Mini-Game and 10 coins.

MARIO SWUNG WAY TOO EARLY FOR THAT SLOW PITCH. FORTUNATELY, HE'S GOT ENOUGH TIME TO TAKE A SECOND SWING.

NOTE

DINGER DERBY SAVES YOUR HIGHEST SCORE. OUR PERSONAL BEST WAS 24 HITS IN 30 PITCHES, FOR A WHOPPING .800 BATTING AVERAGE!

The pitching machines throw four different pitches, and with a little practice, you can anticipate all of them. The secret is getting a feel for the windup before each pitch:

- **STRAIGHT ACROSS THE PLATE:** An average-speed pitch that comes after a short wind of the pitching arm; these make up most of the pitches.
- **FASTBALL:** When the pitching arm takes a bit longer to wind up, you're going to see some heat—swing as soon as the ball leaves the arm to hit it!
- **SCREWBALL:** Another long windup pitch; this one sends a crazy, spinning ball across the plate. Swing for it as if it were a regular pitch.
- **SLOW LOB:** This lazy pitch comes after a short windup, and you may swing too early for it at first. Fortunately, you should have time for a second swing that will connect!

THE SCREWBALL'S A TRICKY PITCH TO HIT, BUT IF YOU'RE QUICK, YOU SHOULD BE ABLE TO PARK IT!

Focus your eyes between the pitching machine and your batter, and let your peripheral vision tell you when to swing. Generally speaking, don't wait for the ball to reach the plate before pressing the A Button. You must press the A Button at different distances for different pitches (faster pitches require you to hit the A Button more quickly than slower pitches). No matter how fast you are, you won't actually hit the button for a split second after your brain tells your thumb to do it. That means your swing should be just in time to knock the ball out of the park and into some unsuspecting Goomba's head!

MARIO HAS A .600 AVERAGE IN THIS GAME.

Dodge Bomb

Dodge Bomb
START
PRACTICE
Rules
Scroll
Pick up and throw Bob-ombs at your opponents while avoiding the ones being thrown at you. The last one standing wins.

CATEGORIES
EASY, ACTION

DODGE BOMB CONTROLS

BUTTON	COMMAND
○	Move
A	Grab/Throw Bob-ombs

What's more fun than an old-fashioned game of dodge ball? A new-fashioned version where the "balls" are Bob-ombs, and the goal is to blow up your rivals! In Dodge Bomb, you must be the last player standing after the other three have gotten a little too close to Bob-ombs. The winner gets a 10-coin prize.

BOMBS AWAY! DODGE BOMB PUTS YOUR SKILLS TO THE TEST!

There are two ways to be eliminated in Dodge Bomb: if another player hits you with a Bob-omb, or if you're carrying or standing too close to a Bob-omb when it explodes. If more than one player is left when the 60-second time limit expires, the game is a draw.

TIP

A BOB-OMB FLASHES RED WHEN IT'S ABOUT TO BLOW. DON'T HANG AROUND!

The most effective strategy for survival is to spend the first few seconds running away from your rivals. Let them take each other out until there's only one left, then go on the offensive!

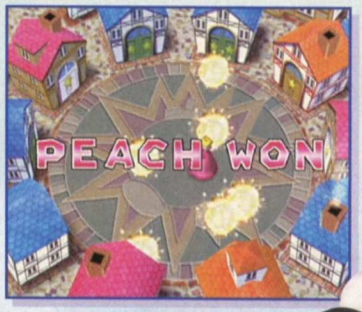
TIP

THE SAFEST PLACE TO BE IS OUTSIDE OF THE ARENA. THE MIDDLE OF THE ARENA IS FAR TOO CONGESTED AND DANGEROUS, SO STAY OUT OF IT AS MUCH AS POSSIBLE!

When it's time for you to start chucking Bob-ombs, pick up the ones that have most recently entered the arena, because those are the ones with the longest fuses. You don't want a Bob-omb going off in your hands—that's a silly way to lose!

CAUTION

WHEN THROWING A BOB-OMB AT A RIVAL, STAND A FAIR DISTANCE AWAY. IF YOU TOSS IT AT POINT-BLANK RANGE, YOU BOTH BLOW UP!



WE ALWAYS KNEW PEACH WAS A BLONDE BOMBSHELL, BUT WE HAD NO IDEA SHE WAS SO HANDY WITH BOB-OMBS!

Fish Sticks

Fish Sticks
START
PRACTICE
Rules
Scroll
Catch Cheep Cheeps as they nibble on fishing lines. When the pole dips, grab it. Whoever gets the most points wins.

CATEGORIES
EASY, GOOFY

FISH STICKS CONTROLS

BUTTON	COMMAND
◎	Move
A	Check Line

If you think of fishing as a relaxing, leisurely sport, think again! Fish Sticks puts 30 seconds on the clock and 12 fishing poles into a Cheep Cheep-filled pond. Your goal is to pull as many Cheep Cheeps out of the pond as possible within the time limit to win a 10-coin reward.

However, don't go pressing the A Button to pull up every pole you come to—that's a great way to waste a lot of time. Instead, wait until a pole dips into the water. That's your sign that there's a Cheep Cheep on the line, waiting for you to haul him out.

IT'S A FISHING FRENZY!

Other than pulling up lines without Cheep Cheeps on them, the biggest time-wasting move you can make is to run all the way across the pond to pull up a pole on the other side. The Cheep Cheep might pull free of the hook by the time you get there, and it's pretty likely that one of your opponents will arrive first. Instead, just keep an eye on the four or five fishing poles closest to you, and ignore the rest, no matter how tempting they might be.

YOSHI AND LUIGI ARE WASTING TIME FIGHTING OVER THE SAME FEW POLES, WHILE MARIO AND PEACH ARE SPREAD OUT AND REELING THEM IN.

PEACH WAS TRAINED TO FISH BY THE FINEST FISHERMEN IN THE MUSHROOM KINGDOM!

TIP

RED CHEEP CHEEPS ARE WORTH ONE POINT EACH, WHILE THE RARER GOLD CHEEP CHEEPS ARE WORTH THREE POINTS. THERE'S NO WAY TO TELL WHICH ONE YOU'RE GOING TO GET, THOUGH, SO JUST GRAB ANY POLES THAT HAVE A TUG ON THE LINE.

Fish Upon a Star

Fish Upon a Star
START
PRACTICE
Rules
Scroll
Avoid the falling objects, the crumbling ground, and the other players. The last player standing wins.

CATEGORIES
EASY, ACTION

FISH UPON A STAR CONTROLS

BUTTON	COMMAND
○	Move
A	Jump
B	Punch
A,B	Kick

LOOK OUT! CHEEP CHEEPS INCOMING!

Fish Upon a Star is sort of like playing "king of the hill," except you're on a crumbling, star-shaped platform that gets smaller as bits of it break away and falling Cheep Cheeps punch holes in it! If you fall off the platform, you're out of the Mini-Game, and the last player left on it is the winner of a 10-coin prize. If more than one player is left at the end of the 60-second time limit, the game is a draw.

Either wait for the natural obstacles to knock out your opponents, or take an active hand by punching (B) or kicking them (A,B) off the platform. Avoid your rivals' attacks by jumping over them with the A Button.

PEACH DIDN'T LISTEN TO OUR STAY-AWAY-FROM-THE-EDGE WARNING.

YOSHI GOT KO'D BY A FALLING CHEEP CHEEP. GOTTA WATCH OUT FOR THOSE!

Your primary strategy is to stay as far away from the edge of the platform as possible. Also, keep away from gaps. Basically, don't be in a position where one lucky punch could knock you out of the game. Stand in the middle of the largest patch of solid ground, and move just enough to avoid being attacked.

LUIGI WAS THE LAST MAN STANDING. HE'S SO SKINNY, HE MADE A SMALLER TARGET!

FLOWER SHOWER

CATEGORIES
EASY, ACTION

FLOWER SHOWER CONTROLS

BUTTON	COMMAND
◎	Move
A	Jump

Mr. and Mrs. Koopa have just gotten hitched, and it's time for the blushing bride to toss her bouquet. You and your three rivals have 30 seconds to collect as many flowers as possible, and whoever winds up with the most at the end of the time limit wins 10 coins.

AREN'T THEY JUST THE CUTEST KOOPA COUPLE?

FLOWERS EVERYWHERE! YOU ONLY HAVE FIVE SECONDS TO PICK UP EACH FLOWER BEFORE IT VANISHES!

The secret to winning this Mini-Game is to make sure that your every movement results in you racking up the flowers. Don't waste time heading for single flowers; go for groups of two, three, or more. Also, don't get caught up in a pack of rivals. You have better success if you stay away from them and get the flowers that they miss.

TIP

PINK FLOWERS ARE WORTH ONE POINT EACH, BUT GOLDEN FLOWERS ARE WORTH THREE POINTS, WHICH DEFINITELY MAKES PICKING THEM UP WORTH THE EFFORT.

EVERYONE LIKES A DIP IN THE POOL, BUT WALKING THROUGH WATER SLOWS YOU DOWN IN THIS GAME.

The flowers don't stick around long. Five seconds after landing on the ground, they disappear. If a flower is flickering, it's about to vanish. Pick it up if you're close to it, but don't go out of your way for a flower that's going to be gone by the time you get there.

MARIO'S AWFULLY PROUD TO HAVE CAUGHT THAT BOUQUET. POOR LUIGI'S THE BRIDESMAID, AS USUAL.

You move slower in water than you do on land, so stay out of the water as much as possible. If you must go in it (for a golden flower, for instance), jump into the water, get the flower, and quickly jump out. It's not a wading pool!

FROZEN FRENZY

CATEGORIES
EASY, ACTION

Frozen Frenzy
START
PRACTICE
Rules
Scroll
Punch, kick, and Ground Pound your opponents to take crystals from them. Whoever has the most crystals at the end wins.

FROZEN FRENZY CONTROLS

BUTTON	COMMAND
○	Move
A	Jump
A,A	Ground Pound
B	Punch
A,B	Kick

Frozen Frenzy is one of the most physical Mini-Games in *Mario Party 5*. With 30 seconds on the clock, you and your rivals must compete to collect the five crystals scattered around the arena. To pick up a crystal, just run into it. Whoever has the most crystals at the end of the time limit gets the 10-coin prize.

THE FIVE CRYSTALS ORIGINALLY START OUT IN THE FOUR CORNERS OF THE ARENA AND ON THE BACK WALL.

It's not quite that simple, however. Once you've picked up a crystal, you can lose it if one of your rivals hits you. Fumble the crystal, and whoever reaches it first becomes its new owner. Each time you're hit, you lose one crystal, but fortunately you're invincible for a couple of seconds after being hit, so it's not that easy for your opponents to knock all of your crystals out at once.

EVERY KICK, PUNCH, OR GROUND POUND THAT LANDS ON A PLAYER KNOCKS ONE OF THEIR CRYSTALS LOOSE.

Also, watch out for the icicles that rain down from the sky. If one of them lands on you, or if you run into the pointy ice obstacle that it forms when it lands, you also lose a crystal. Steer clear of these prickly pests!

TIP

YOU ONLY NEED THREE CRYSTALS TO GUARANTEE YOUR VICTORY. DON'T JEOPARDIZE THE MATCH BY GOING FOR A FOURTH OR FIFTH!

Do the math: If you have three of the five crystals, none of your opponents can beat you. Therefore, your goal is to get three crystals and then get out of the action. Jump up onto an out-of-the-way platform and wait out the clock to win. If you get greedy and try for all of the crystals, you risk losing everything.

TIP

BY THE SAME TOKEN, DON'T LET ANY OF YOUR RIVALS RACK UP THREE CRYSTALS, OR THEY WIN THE GAME HANDS-DOWN.

MARIO IS THE CRYSTAL-COLLECTING KING!

Ground Pound Down

Ground Pound Down
START
PRACTICE
Rules
Scroll
Do Ground Pounds to break the blocks and move down. Whoever gets to the water first wins.

CATEGORIES
EASY, ACTION, GOOFY

GROUND POUND DOWN CONTROLS

BUTTON	COMMAND
◎	Move
A	Jump
A,A	Ground Pound

The goal of Ground Pound Down is to break blocks of rock and soil with Ground Pounds and be the first player to reach the underground reservoir of water. The winner gets a 10-coin prize and a ride on a waterspout.

MARIO HAS NO TROUBLE GROUND POUNDING THROUGH ONE, TWO, OR EVEN THREE SOFT SOIL BLOCKS AT A TIME . . .

Soft soil blocks break easily, and if you execute your Ground Pound (press the A Button from the very top of your jump), you can bust through up to three of them at a time.

. . . BUT BREAKING THROUGH HARD ROCK BLOCKS REQUIRES THREE GROUND POUNDS, NO MATTER WHAT.

Hard rock blocks take three Ground Pounds to shatter, and it doesn't matter if you Ground Pound from the top of your jump or not—you must always hit them three times. To save time, don't wait until you're at the top of your jump to Ground Pound through rocks; just tap the A Button as quickly as possible to pull off three Ground Pounds and smash through the rock. You can also land the first hit on a rock block after pounding through up to two soil blocks on top of it.

MARIO AND YOSHI CAREFULLY CHOOSE THE COLUMNS OF BLOCKS WITH THE FEWEST ROCKS.

A REFRESHING BLAST OF COOL WATER AND A 10-COIN REWARD GO A LONG WAY TOWARD SOOTHING YOSHI'S PAIN!

Aside from knowing which type of Ground Pound to use, the most important strategy in Ground Pound Down is to choose the column of blocks that has the fewest rocks in it. From the start of the Mini-Game, run to the top of the block column that doesn't have any rocks and start Ground Pounding. Choosing your column carefully can save you a couple of Ground Pounds and win you the 10-coin reward.

HOTEL GOOMBA

Hotel Goomba
START
PRACTICE
Rules
Scroll
Reach the third balcony of the hotel by punching the Goombas out of your way. Whoever reaches the third balcony first wins.

CATEGORIES
SKILL, GOOFY

HOTEL GOOMBA CONTROLS

BUTTON	COMMAND
○	Move
B	Punch Goomba
Y	Reset Goombas

Welcome to the Hotel Goomba, where you can check out any time you like, but you can never leave—unless you clear a path to the third floor of the hotel by punching Goombas out of your way! You start in the entrance of the first floor. The stairs to the second floor are directly across the room from your start point. The second and third rooms are set up in the same way. The first player to reach the third-floor balcony is the winner and receives a prize of 10 coins.

OUT OF THE WAY, GOOMBA! FAMOUS VIDEO GAME STAR COMING THROUGH!

The arrangement of Goombas and furniture is always random, although each player has the same set-up each time you play the Mini-Game. The key to success in Hotel Goomba is to figure out what you're going to do before you make a move. You can sock Goombas (with the B Button) so that they move one floor tile away from you, but you can only send them onto a floor tile that isn't already occupied by another Goomba or piece of furniture. You can only walk across empty floor tiles, as well.

BY PLANNING HIS PUNCHES CAREFULLY, MARIO GETS OFF TO AN EARLY LEAD.

For each Goomba that blocks your path, look at the spaces around it to see where you can knock the Goomba. Of those spaces, which will give you the biggest advantage? Generally, sending the Goomba toward the sides or corners of the room is a good plan, as it clears up the center of the room, giving you more options for moving through the room.

TIP

YOU CAN ALWAYS RESET THE POSITION OF THE GOOMBAS IN THE ROOM WITH THE Y BUTTON IF YOU REALIZE THAT YOU'VE MADE THE WRONG MOVES, BUT THIS WASTES TIME. IT'S BETTER TO TAKE A FEW EXTRA SECONDS TO PLAN YOUR MOVES CAREFULLY THAN TO GO ON A GOOMBA-PUNCHING FRENZY AND HAVE TO REPEATEDLY RESET THE ROOM.

DON'T GO OUT OF YOUR WAY TO HIT ANY MORE GOOMBAS THAN YOU ABSOLUTELY MUST.

Finally, don't hit any more Goombas than you must. It's just quicker and easier to move around a Goomba than to move him out of your way. As you proceed through the floors, you see more and more Goombas. On the higher floors, you actually get yourself in trouble if you move all the Goombas, because some of them are not meant to move and will only box you in if you move them.

TIP

FOR THE MORE COMPLEX FLOORS (LIKE THE THIRD), TRY SOLVING THE GOOMBA PUZZLES BACKWARDS—LOOK AT THE EXIT DOOR, AND FIGURE OUT WHERE YOU MUST MOVE THE GOOMBAS TO OPEN A PATHWAY TO THE START. THIS DOESN'T ALWAYS WORK, BUT IF YOU'RE STUCK, LOOKING AT THE PUZZLE FROM A DIFFERENT PERSPECTIVE CAN HELP.

GOOMBA ABUSE AND A BEAUTIFUL SUNSET—WHAT MORE COULD MARIO ASK FOR?

HYDROSTARS

CATEGORY
ACTION

HYDROSTARS CONTROLS

BUTTON	COMMAND
◎	Steer (Left/Right)
A	Accelerate
B	Brake

NOTE

MARIO PARTY 5 SAVES YOUR LOWEST HYDROSTARS TIME. OURS IS 0:38.88. CAN YOU BEAT IT?

Ready for some wet and wild fun? In Hydrostars, you must pilot your boat through five gates and return to the start/finish line before any of your opponents. The first player to do so wins a 10-coin prize.

PEACH AND LUIGI HAVEN'T FIGURED OUT THAT IT DOESN'T DO EITHER OF THEM ANY GOOD TO FIGHT OVER THE GATE.

Although you're given a brake (the B Button), don't let up on the accelerator unless you're about to crash into something that you can't steer away from. If you hit an obstacle—such as a floating box, the edge of the course, or hit another player head-on (sideswiping is fine)—you come to a dead stop and lose precious seconds.

TIP

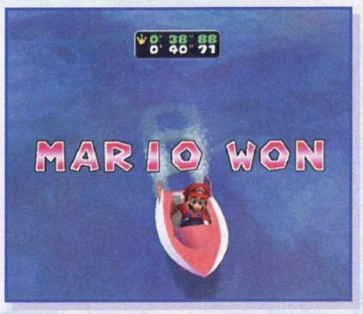
CRASHING INTO AN OBSTACLE (LIKE MARIO'S ABOUT TO DO) IS THE WORST THING POSSIBLE FOR YOUR SCORE. BETTER TO SLOW DOWN OR TAKE THE LONG WAY AROUND IT THAN TO RAM INTO IT.

FOLLOW THE ARROW TO THE NEXT GATE. TRUST THE ARROW. THE ARROW WILL NOT STEER YOU WRONG.

A floating arrow appears in front of you, telling you where the next gate is. Go through all of the gates in the proper sequence; follow that arrow in as straight a line as possible! And when you come to a gate, go through it on the first try; missing gates is a silly way to lose time.

SEE HOW MARIO (UPPER LEFT CORNER) IS ALREADY TURNING, EVEN BEFORE HE GOES THROUGH THE GATE?

Finally, to shave those extra tenths of a second off of your time, start turning back to the center of the course just before you go through a gate. Because all of the gates are at the course's edge, you must pass through the course's center to reach the next one. If you can make wider turns when passing through gates, you save a bit of time by not slowing down as much as you would by making hairpin turns.



MARIO IS A HYDRO-SUPERSTAR!

LATER SKATER

CATEGORY
ACTION

LATER SKATER CONTROLS

BUTTON	COMMAND
○	Turn (Left/Right)
A	Accelerate

NOTE

YOUR LOWEST LATER SKATER TIME IS SAVED TO THE MEMORY CARD. OURS IS 0:28.70. WHAT'S YOURS?

Later Skater is a speed-skating competition in which the first player to complete five counter-clockwise laps around the ice rink wins a 10-coin prize. All of your rivals are as hungry for those coins as you are, so this Mini-Game usually turns into more of a hockey match than a race!

ALL'S FAIR IN LOVE AND SPEED-SKATING!

Our first piece of advice is never, ever let up on the A Button. There's no reason ever to skate at less than full speed in this Mini-Game. It's possible to round all of the corners safely at top speed, so don't chicken out!

Our second (and most important) piece of advice is don't run into anything, especially the walls of the track! If you hit an opponent, you'll slow down, but you'll probably slow them down a bit too. If you hit the side of the track, however, you just hurt your own time.

SPEED IS THE KEY—DON'T EVER LET UP ON THE A BUTTON!

CUT THE RIGHT AND LEFT CORNERS TIGHTLY AND GO WIDE ON THE TOP AND BOTTOM STRAIGHTAWAYS TO TOE A CIRCULAR RACING LINE.

TIP

IF YOU GET IN FRONT OF AN OPPONENT AND ALLOW THEM TO BUMP YOU FROM BEHIND, YOU GET A SPEED BOOST AND SLOW THEM DOWN AT THE SAME TIME! ALSO, IF YOU BUMP AN OPPONENT INTO THE TRACK BARRIER, YOU SLOW THEM DOWN DRAMATICALLY.

The last piece of advice we have for you is to race around the oval track in as close to a perfect circle as you can. That means take the straightaways at the top and bottom of the screen in long, gradual arcs, and cut in close on the turns at the left and right sides of the screen. The closer you can stick to a circular "racing line," the faster you move around the course. You lose some momentum every time you turn, but if you keep a constant arc, you won't lose nearly as much time.

MARIO'S ON HIS WAY TO THE 2004 WINTER OLYMPICS WITH HIS SUPREME SKATING SKILLS!

LEAF LEAP

Leaf Leap
START
PRACTICE
Rules
Scroll
Jump from leaf to leaf to climb the never-ending beanstalk. Whoever climbs the highest within the time limit wins.

CATEGORIES
EASY, SKILL

LEAF LEAP CONTROLS

BUTTON	COMMAND
◎	Jump (Left/Right)
A	Jump

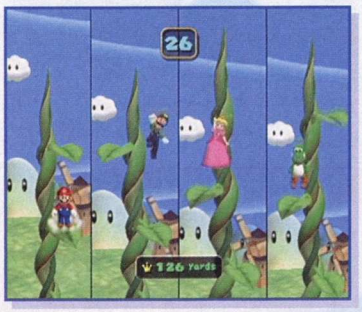
TIP

LEAF LEAP RECORDS THE HIGHEST HEIGHT YOU'VE REACHED IN THE MINI-GAME. WE GOT UP TO 126 YARDS—CAN YOU BEAT THAT?

MARIO DOES LOVE CLIMBING THOSE VINES, AND THIS IS THE BIGGEST ONE YET—IT GOES ON FOREVER!

Ever since he found his first hidden vine in the original *Super Mario Bros.*, Mario has enjoyed climbing tall stalks of vegetation, and he's turned his friends onto his hobby, as well. In Leaf Leap, you ascend an enormous vine by leaping up the leaves on the left and right sides of it. The player who reaches the highest leaf by the end of the 30-second time limit wins the Mini-Game and 10 coins.

To head up the vine, just push the Control Stick in the direction of the leaf above you and jump with the A Button. Do this as quickly as possible to get as high up the vine as you can before time runs out.



PUSH THE CONTROL STICK IN THE DIRECTION OF THE NEXT LEAF ABOVE YOU, AND PRESS THE A BUTTON TO JUMP.

NOTE

EACH OF THE LEAVES IS SPACED EXACTLY THREE YARDS APART—GOOD THING THE MARIO PARTY-GOERS ARE ALL EXCELLENT JUMPERS!

TIP

IF THE NEXT LEAF IS DIRECTLY OVER YOUR HEAD (LIKE LUIGI'S AND PEACH'S ARE), YOU CAN JUST PRESS THE A BUTTON TO JUMP UP TO IT. YOU DON'T HAVE TO PUSH THE CONTROL STICK IF YOU DON'T WANT TO, THOUGH DOING SO WON'T HURT YOU.

However, be careful to push the Control Stick in the right direction *before* you jump, because if you push it in the wrong direction, you could fall down a few leaves.

TIP

IT'S WORTH TAKING THE EXTRA SPLIT-SECOND TO MAKE SURE THAT YOU'RE PUSHING THE CONTROL STICK IN THE RIGHT DIRECTION BEFORE YOU MAKE YOUR JUMP. DON'T BE OVERLY CAUTIOUS AND WASTE TIME, BUT DON'T GO LEAPING LIKE A MANIAC AND FALLING EITHER! WATCH ABOVE THE CHARACTER TO QUICKLY SEE WHICH WAY THE NEXT LEAF IS GOING.

ALL THOSE YEARS OF VINE CLIMBING PAID OFF FOR MARIO!

MAZED & CONFUSED

Mazed & Confused
START
PRACTICE
Rules
Scroll
Work your way to the star in the middle of the maze. Whoever gets there first wins.

CATEGORY
EASY, SKILL

MAZED & CONFUSED CONTROLS

BUTTON	COMMAND
○	Move

With a 45-second time limit, this Mini-Game is over before you know it, especially if you know the proper strategy for winning it! To win the 10-coin prize, be the first player to go from your starting corner and end up at the star in the center of the maze.

This would be simple if the maze walls didn't completely change every two seconds. And, to make matters worse, if you run into one of the walls, you get a nasty shock and are stunned for a second, giving your opponents the chance to gain on you.

SEE THAT RED STAR IN THE CENTER OF THE MAZE? THE FIRST ONE TO REACH IT GETS 10 COINS!

TIP

IT'S HELPFUL TO COUNT THE SECONDS IN YOUR HEAD TO GET THE RHYTHM OF THE MAZE CHANGES. THAT WAY, YOU CAN STOP MOVING JUST BEFORE THE MAZE IS ABOUT TO CHANGE AND KEEP YOURSELF FROM RUNNING INTO A WALL AND GETTING SHOCKED.

THE MAZE WALLS CHANGE EVERY TWO SECONDS. GET THE RHYTHM INTO YOUR HEAD, AND DON'T RUN INTO THE NEWLY FORMED WALLS WHEN THEY APPEAR!

To reach the center of the maze in the most efficient way possible, only move along the maze in a direction that brings you closer to the center. For example, let's say that you start in the upper left corner of the arena. You should *only* move down and right, because that's where the center of the maze is.

TIP

ALWAYS MOVE TOWARD THE CENTER OF THE MAZE. MOVING IN A DIRECTION THAT TAKES YOU FARTHER FROM THE CENTER WILL ALWAYS COST YOU TIME, DUE TO THE MAZE'S EVER-CHANGING NATURE.

Don't waste time moving away from the center of the maze in order to reach a pathway that leads to the center, because that pathway won't be there in two seconds. If you can't move toward the center, wait two seconds for the maze to change again; chances are, something will open up.

ALTHOUGH THIS IS A RACE, PATIENCE IS A VIRTUE. DON'T MAKE MOVES THAT TAKE YOU AWAY FROM THE CENTER JUST FOR THE SAKE OF MOVING.

TIP

IT'S ALWAYS BETTER TO SIT STILL FOR TWO SECONDS AND NOT LOSE GROUND THAN TO DASH FRANTICALLY AROUND THE MAZE AND WIND UP FARTHER FROM THE CENTER.

MARIO IS THE MASTER OF MAZED & CONFUSED!

NIGHT LIGHT FRIGHT

Night Light Fright
START
PRACTICE
Rules
Scroll
Stop the Chain Chomp as close to you as possible without letting it attack you. Whoever stops it the closest wins.

CATEGORIES
EASY, SKILL

NIGHT LIGHT FRIGHT CONTROLS

BUTTON	COMMAND
A	Shine Flashlight

Even though Chain Chomps are ravenous, vicious beasts that only cause destruction and misery, the Mario gang always winds up hanging out with them. Night Light Fright is a simple game of "chicken," in which players press the A Button to shine a flashlight and stop the advancing Chain Chomp behind them. The player with the shortest distance between them and the stopped Chain Chomp wins the Mini-Game and the 10-coin prize.

If you wait too long to stop the Chain Chomp, however, he'll bowl you over. If that happens, you lose the Mini-Game!

"HI THERE! I'M JUST ABOUT THE MEANEST THING YOU'LL SEE IN A MARIO GAME! LET'S PLAY TOGETHER!"

TIP

THE RUMBLE FEATURE (IF ON) INCREASES INTENSITY AS THE CHAIN CHOMP GETS CLOSER.

TIP

IT'S ALWAYS BETTER TO STOP THE CHAIN CHOMP AT ANY DISTANCE, RATHER THAN TO LET IT KNOCK YOU DOWN. EVEN IF YOU STOP IT 10 YARDS FROM YOU, YOU'VE GOT A BETTER CHANCE OF WINNING THAN IF IT KNOCKS YOU DOWN AND DISQUALIFIES YOU!

Remember that this is not a game of "chicken" against your opponents. All of the players' Chain Chomps move at different speeds, so even if two players press the A Button at exactly the same time, their Chain Chomps will be stopped at different distances.

DON'T WAIT TOO LONG BEFORE PRESSING THE A BUTTON! IT TAKES ABOUT HALF A SECOND TO TURN AROUND AND SHINE THE FLASHLIGHT!

TIP

USE THE BARRELS ON THE SIDES OF THE SCREEN TO GAUGE THE CHAIN CHOMP'S DISTANCE. ONCE IT KNOCKS OVER THE NEAREST METAL BARREL ON THE LEFT SIDE OF THE SCREEN, IT'S ABOUT FOUR YARDS AWAY, AND THAT'S TOO CLOSE FOR COMFORT!

Finally, remember the slight lag between pressing the A Button and actually stopping the Chain Chomp, because you must turn around and turn on the flashlight. If you wait until the last instant to press the A Button, you're about half a second too slow!

AS YOU CAN SEE, EACH CHAIN CHOMP MOVES AT A DIFFERENT SPEED.

MARIO PLAYS IT SAFE AND STOPS HIS CHAIN CHOMP AT 4.0 YARDS. EVERYONE ELSE IS RUN DOWN!

Pop-Star Piranhas

Pop-Star Piranhas
START
PRACTICE
Rules
Scroll
Find the one Piranha Plant that's dancing differently from the others. Whoever answers correctly the most times wins.

CATEGORIES
EASY, GOOFY

POP-STAR PIRANHAS CONTROLS

BUTTON	COMMAND
A,B, X,Y, or R	Select Piranha Plant

You know that they like to pop out of green pipes and gnaw on Mario's rear, but did you know that Piranha Plants also love to dance? It's true! But whenever you get five of them together, there's always one who dances just slightly differently than the others.

In Pop-Star Piranhas, you must figure out which one is dancing differently and press the button (A,B,X,Y, or R) on its pipe within the five-second time limit. The first player to choose the correct Piranha Plant three times—or the player with the most correct guesses at the end of the Mini-Game—wins the 10-coin prize!

FIVE HIDEOUS CREATURES DANCING OUT OF SYNC WITH EACH OTHER—COULD THIS BE THE NEXT BOY BAND?

PEACH AND MARIO AGREE ON JUST ABOUT EVERYTHING, BUT WAS YOSHI OR LUIGI RIGHT?

Figuring out which one dances differently can be tricky. Watch the plants' leaves first; is one of the plants flapping them faster or slower than the others? How about their heads? Is one bopping in a different rhythm?

PERFECT! THE PRINCESS AND THE PLUMBER PICKED THE PROPER PIRANHA PLANT!

Remember that you don't have to be the first player to choose a Piranha Plant. Just make your choice within five seconds; take as much time as you need to make sure that you choose correctly. Everyone who makes the right choice gets credit for that round.

Cheat

HERE'S A DIRTY, UNDERHANDED TRICK: WITHOUT BEING OBVIOUS, WATCH A FELLOW PLAYER'S FINGERS AND SEE WHICH BUTTON THEY PRESS. IF YOU PRESS THE SAME ONE, YOU'RE GUARANTEED TO DO AS WELL AS THEY DO! OF COURSE, YOU'RE ALSO GUARANTEED TO DO NO BETTER THAN THEY DO EITHER, SO DON'T COPY SOMEONE WHO'S BAD AT POP-STAR PIRANHAS. AND REMEMBER, CHEATERS NEVER WIN, BUT IT'S NOT CHEATING IF YOU DON'T GET CAUGHT. SO DON'T GET CAUGHT!

COME ON, MARIO BROS.! GET THOSE SIGNS UP! YOU CAN'T WIN IF YOU DON'T PLAY!

Also, if you have no idea which plant is dancing differently, take a guess before the time runs out! If you don't make any choice at all, you lose the round, but even if you take a wild guess, you have a 1-in-5 chance of being right!

MARIO IS A KEEN JUDGE OF PIRANHA PLANT DANCING SKILLS.

Pushy Penguins

CATEGORIES
EASY, SKILL

PUSHY PENGUINS CONTROLS

BUTTON	COMMAND
◎	Move

A horde of penguins are intent on taking an invigorating dip in the icy water. That wouldn't be a problem if the Mario Party-goers weren't between them and the edge of the ice! In Pushy Penguins, you must be the last player standing on the ice to win the 10-coin reward. If two or more players are left standing at the end of the 30-second time limit, each winner receives 10 coins. If all four are knocked off the ice, the game is a draw. Four-player games only end in a draw if all four players are eliminated.

As soon as the Mini-Game begins, move as far to the right side of the screen as possible, as the penguins try to push you off of the left side. Always push → or right on the Control Stick, even if you're trying to move up or down.

THESE PENGUINS DON'T UNDERSTAND WHY YOU DON'T WANT TO JOIN THEM FOR A SWIM!

TIP

WHEN DODGING PENGUINS, KEEP MOVING RIGHT AND USE ↗ AND ↘ RATHER THAN ↑ AND ↓.

Once the penguins start their mad dash, weave through them by pushing ↗ or ↘ on the Control Stick. Keep an eye out for open pathways between the penguins, and move into them as fast as you can!

TIP

THE PENGUINS RUN AT SLIGHTLY DIFFERENT SPEEDS, SO KEEP SQUEEZING BETWEEN THEM. NEW PATHS BETWEEN THE PENGUINS MIGHT OPEN UP HALFWAY ACROSS THE ICE.

Finally, make it your top priority to avoid the giant penguins! These guys are the flightless bird equivalent of huge bulldozers plowing you into the icy water. You've got a better chance of getting around a pack of ten small penguins than scooting around a single giant penguin!

THE GIANT PENGUINS ARE PUSHIER THAN THEIR LITTLE COUSINS—WATCH OUT FOR THEM!

MARIO'S THE ONLY PLAYER WHO'S NOT GOING TO NEED A HOT TODDY AFTER THIS MINI-GAME!

RUMBLE FUMBLE

CATEGORIES
EASY, GOOFY

RUMBLE FUMBLE CONTROLS

BUTTON	COMMAND
○	Move
A	Lift Bucket

The goal of Rumble Fumble is to find the Shy Guys hiding under the brightly colored buckets in the arena. However, watch out for the Bob-ombs and Chain Chomps that also lurk under the buckets! The first player to find three Shy Guys wins the 10-coin prize. If no player has found three Shy Guys within the 60-second time limit, the game is a draw.

At the start of the game, the Mario Party-goers are huddled around a bucket that emits a specific rumble pattern (as felt with the Rumble feature on your controller). Remember that rumble pattern, because every bucket with a Shy Guy under it produces the same rumble pattern.

REMEMBER THIS RUMBLE PATTERN. ALL BUCKETS WITH SHY GUYS UNDER THEM HAVE THE SAME RUMBLE PATTERN.

NOTE

IF YOU TURN THE RUMBLE FEATURE OFF, THE RUMBLE PATTERN APPEARS AS A PULSING EXCLAMATION POINT OVER YOUR HEAD INSTEAD.

TIP

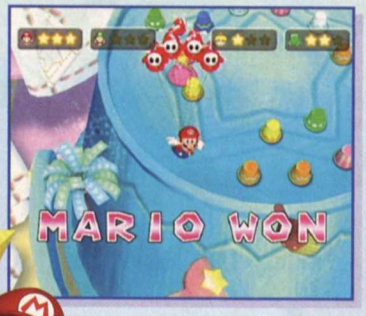
THE BUCKET THAT YOU'RE INVESTIGATING HAS WAVY "RUMBLE" LINES AROUND IT. IF YOU PRESS THE A BUTTON, THIS IS THE BUCKET THAT YOU'LL PICK UP.

Buckets that have Chain Chomps or Bob-ombs give off a slightly different rumble pattern than the buckets with the Shy Guys. Lifting a Chain Chomp or Bob-omb's bucket stuns you and wastes time, so pick your buckets carefully!

TIP

IF YOU LIFT UP A CHAIN CHOMP'S BUCKET, THE CHOMP ATTACKS AND GOES BACK INTO HIDING UNDER THE BUCKET. IF YOU LIFT A BOB-OMB'S BUCKET, IT DETONATES AND DESTROYS THE BUCKET, SO YOU DON'T HAVE TO WORRY ABOUT LIFTING THAT BUCKET TWICE!

MARIO'S KEEN OBSERVATIONAL SKILLS NETTED HIM SHY GUYS WITHOUT GETTING CHOMPED OR BLOWN UP!



TRIPLE JUMP

CATEGORY
GOOFY

TRIPLE JUMP CONTROLS

BUTTON	COMMAND
A or B (tap repeatedly)	Jump

NOTE

YOUR LONGEST TRIPLE JUMP IS ENTERED INTO THE MARIO PARTY 5 RECORDS. OURS IS 116.20 FEET. HOW DID WE DO IT? WELL, WE CERTAINLY DIDN'T USE THE CHEAT FOUND HERE (HEH HEH HEH).

Video games aren't supposed to be an actual physical workout, but Triple Jump is the exception to the rule! Each player must tap the A or B Button repeatedly during their turn to make the three longest jumps they can make. The player with the highest total distance between the three jumps wins the 10-coin prize.

There's very little strategy involved with Triple Jump. When it's your turn, tap the button shown at the bottom of the screen as quickly as you can to stay in the air as long as possible for each jump.

YOUR FINGERS WILL BE SORE TOMORROW. WE GUARANTEE IT!

DON'T HURT YOURSELF DURING THIS MINI-GAME. IF YOUR FINGERS START TO BLISTER, TINGLE, CRAMP, OR GO NUMB, PUT THE CONTROLLER DOWN AND READ A BOOK FOR A WHILE.

TIP

THE BUTTONS THAT YOU MUST TAP FOR TRIPLE JUMP ARE ALWAYS A,B,A.

The fastest way to repeatedly tap a button is not to lift your finger off of it; just push it in gently and don't waste even a split second by lifting your finger off of the button. Hammering away at the buttons with a lot of force actually wastes time, because you're pushing too hard and lifting your finger up too far. You're only wasting hundredths of a second on each button press, but every fraction of a second counts!

CHEAT

WE'VE HEARD THAT IF YOU HAVE NO SCRUPLES WHATSOEVER (AND SOME FRIENDS THAT WILL LET YOU GET AWAY WITH ANYTHING), A CONTROLLER WITH A TURBO FUNCTION IS AN EXCELLENT WAY TO CHEAT YOUR WAY TO VICTORY. OF COURSE, NO TRUE MARIO FAN WOULD EVER RESORT TO SUCH A DIRTY TRICK . . . BUT A WARIO FAN MIGHT!

Pressing the other button doesn't lower your jump as long as you are also pressing the correct one. One strategy is to tap the A and B Buttons quickly and simultaneously.

MARIO'S HAD 20 YEARS' EXPERIENCE WITH JUMPING, AND HIS KNEES AREN'T SHOT YET!

VICIOUS VENDING

CATEGORIES
EASY, ACTION, SKILL, GOOFY

VICIOUS VENDING CONTROLS

BUTTON	COMMAND
○ (rotate)	Turn Vending Machine Crank

Vicious Vending is a completely random Mini-Game in which you must turn the crank on a vending machine before the end of the five-second time limit. To turn the crank, simply rotate the Control Stick for one full circle in either direction. That's all you have to do.

THE START OF THE MINI-GAME SHOWS THE PRIZES THAT WILL COME OUT OF THE MACHINE—IN THIS CASE, TWO THWOMPS, A SINGLE COIN, AND A BUNCH OF COINS.

TIP

IN FACT, YOU DON'T EVEN HAVE TO ROTATE THE CONTROL STICK. IF YOU DON'T DO IT BEFORE THE FIVE SECONDS EXPIRE, YOUR PLAYER WILL AUTOMATICALLY ROTATE THE HANDLE. THERE'S NO GETTING OUT OF THIS ONE!

EVERYONE'S TURNED THEIR HANDLES. LET'S SEE WHAT WE GOT!

The results of the Mini-Game are always random. You either get a Thwomp dropped on your head, or you get 1, 10, or 20 coins as a reward.

All you need to be a Vicious Vending champion is pure luck. For this reason, Vicious Vending can be a huge equalizer in a *Mario Party 5* Party Mode game—a completely unskilled gamer has the exact same odds of winning as an expert gamer!

TIP

THERE IS ABSOLUTELY NOTHING YOU CAN DO TO IMPROVE YOUR ODDS IN VICIOUS VENDING. ROTATE THE HANDLE SLOWLY, QUICKLY, CLOCKWISE, COUNTER-CLOCKWISE, OR NOT AT ALL—IT WON'T MAKE ANY DIFFERENCE!

HERE COME THE PRIZES!

MARIO AND PEACH WERE THE BIG WINNERS, BECAUSE THEY WEREN'T CRUSHED BY THWOMPS!

WILL FLOWER

Will Flower
START
PRACTICE
Rules
Scroll
Use the power of your mind to bring the flower back to health! First one to revive the flower wins!

CATEGORIES
EASY, GOOFY

WILL FLOWER CONTROLS

BUTTON	COMMAND
A (tap repeatedly)	Send Willpower

NOTE

WILL FLOWER RECORDS YOUR QUICKEST TIME. WE MANAGED TO BRING OUR FLOWER BACK TO LIFE IN 8.60 SECONDS; CAN YOU DO IT QUICKER?

Most people just throw their potted plants in the garbage when they start to wither, but not the Mario Party-goers! Mario and his pals have found that if they focus their willpower on a fading flower (by tapping the A Button repeatedly), they can revive it! The first player to revive their flower wins!

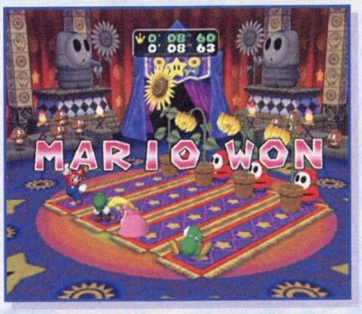
WINNING WILL FLOWER IS ALL ABOUT TAPPING THE A BUTTON FASTER THAN ANYONE ELSE.

All you need for Will Flower is a frighteningly fast finger that can tap the A Button faster than anyone else's. The key to tapping a button quickly is to move your finger as little as possible. Don't mash down on the button, and don't lift your finger off of it. Just gently push and release it quickly.

CHEAT

DIRTY TRICKSTERS NOTE THAT USING A CONTROLLER WITH A TURBO BUTTON FUNCTION ALLOWS THEM TO CHEAT THEIR WAY TO VICTORY. OF COURSE, THEY MIGHT HAVE TO DEAL WITH SOME ANGRY PLAYERS IF THEY DO SO!

Mario's flower is open; the game's finished!



MARIO MASTERED MENTAL MAGNOLIA MEDICINE!

Don't stop tapping the button until the flower is restored to full health. You know when it's revived, because its petals pop out dramatically and the Mini-Game ends.

1 VS. 3 MINI-GAMES

BEAM TEAM

CATEGORIES
EASY, SKILL, GOOFY

Beam Team
START
PRACTICE
Rules
Scroll
Three players each ride in a UFO and fire tractor beams at the fourth player, who's trying to escape capture.

BEAM TEAM CONTROLS (SINGLE PLAYER)

BUTTON	COMMAND
○	Move

BEAM TEAM CONTROLS (THREE PLAYERS)

BUTTON	COMMAND
○	Move
A	Shoot tractor beam

Beam Team is a 1 vs. 3 Mini-Game where three players float around in UFOs and try to use their tractor beams to capture the single player, whose job it is to run around and not get caught before the end of the 30-second time limit. If the single player avoids capture for 30 seconds, they get a 10-coin reward. If the three players manage to capture their quarry, all three players get 10 coins each.

THE SINGLE PLAYER MUST AVOID THE TRACTOR BEAMS OF THE THREE PLAYERS' UFOS FOR 30 SECONDS.

SINGLE-PLAYER STRATEGY

The three-on-one odds don't seem to be too fair, until you take into account the following facts: the arena is small, the UFOs are fairly large, and if two UFOs bump into each other, they're frozen for a second or two. That means that you should keep the UFOs as bunched up as possible by running toward one in the hopes that one of the other two UFOs will bump into it and freeze themselves for a few seconds.

TRY TO TRICK THE UFOS INTO CRASHING INTO EACH OTHER AND FREEZING.

Also, keep an eye out for the small rocks that are scattered around the arena. You can't jump over them, and if you run into one, it slows you down for a critical half-second, giving a UFO the chance to pick you up.

WATCH OUT FOR THE ROCKS. THEY CAN SLOW YOU DOWN JUST ENOUGH TO GET CAUGHT.

THREE-PLAYER STRATEGY

DON'T BUNCH UP! YOU'LL BE PLAYING RIGHT INTO THE SINGLE PLAYER'S HANDS IF YOU DO.

First and foremost, spread out. The UFOs move very quickly, and they are tricky to control. It's way too easy to bump into each other, so keep your distance. Don't let the single player lure you into crashing into each other, or those 30 seconds tick off of the clock and you have nothing to show for it.

TIP

IF ALL OF THE PLAYERS ON THE THREE-PLAYER TEAM ARE HUMAN-CONTROLLED, TALK TO EACH OTHER. YOU DON'T WANT TO WIND UP LOOKING LIKE THREE OUTFIELDERS WHO CRASH INTO EACH OTHER WHILE TRYING TO CATCH THE SAME FLY BALL!

SOMETIMES THE SINGLE PLAYER MUST RUN DIRECTLY UNDER YOU. BE READY TO PRESS THE A BUTTON WHEN THEY DO!

Also, be ready to activate your tractor beam (with the A Button) at any time. The arena isn't that large, and it's likely that the single player will have crossed underneath your UFO at least once or twice during the Mini-Game. Be quick on the draw, and you might not even have to work for your victory!

MARIO'S BEEN EATING A FEW TOO MANY HEAVY PASTA MEALS—HE DIDN'T HAVE THE SPEED TO ESCAPE!

Big Top Drop

CATEGORY
SKILL

Big Top Drop
START
PRACTICE
Rules
Scroll
One player swings on the swing and drops balls on the other three, who must dodge the balls while walking on a tightrope.

BIG TO DROP CONTROLS (SINGLE PLAYER)

BUTTON	COMMAND
A	Drop balls
B	Throw balls up

BIG TOP DROP CONTROLS (THREE PLAYERS)

BUTTON	COMMAND
◎	Move (left/right)
A	Jump

In Big Top Drop, the team of three players is balanced precariously on a tightrope, while the fourth player swings on an overhead trapeze, dropping balls down on them. If a ball hits one of the three tightrope walkers, they're knocked out of the game. If all three tightrope walkers are eliminated within the 30-second time limit, the single player wins the 10-coin prize. If not, each member of the team of three players wins 10 coins.

THE SINGLE PLAYER MUST DROP BALLS TO KNOCK EACH OF THE THREE OTHER PLAYERS OFF OF THE TIGHTROPE WITHIN 30 SECONDS.

Single-Player Strategy

You can't control the direction or speed of your swing, but you can drop a lot of balls, as many as seven at a time! Rather than just chucking them randomly, single out one of the three tightrope walkers and bombard them with a huge volley of balls, making it tough for them to avoid all of the balls.

NOTHING SUCCEEDS LIKE SUCCESS—OR EXCESS, IN THIS CASE. DROP A HUGE PAYLOAD OF BALLS ON THE TIGHTROPE WALKERS!

TIP

TOSS THE FIRST FEW BALLS UP WITH THE B BUTTON AND DROP THE REST OF THEM WITH THE A BUTTON. THAT WAY, THE FIRST ONES SHOULD REACH THE TIGHTROPE AROUND THE SAME TIME AS THE LAST ONES, CUTTING OFF AVENUES OF ESCAPE FOR THE TIGHTROPE WALKERS.

TRAP THE TIGHTROPE WALKERS AT THE ENDS OF THE ROPE TO LIMIT THEIR OPTIONS.

Time your throws carefully, and try to make the tightrope walkers trap themselves on one end of the tightrope. If they're in the middle of the tightrope, they can move right or left, but if they're stuck at one end of it, they can dodge in only one direction.

Three-Player Strategy

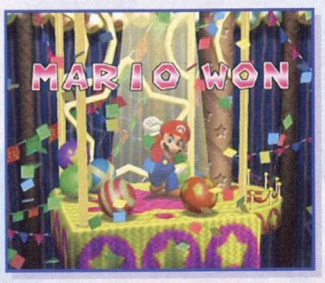
THE BALLS FALL SLOWLY; ANTICIPATE THEIR MOVEMENTS WELL IN ADVANCE.

Although the single player bombards you with balls, the balls don't fall very quickly. Focus your eyes halfway between the tightrope and the trapeze, and use your peripheral vision to see where the next few balls are heading and dodge accordingly.

AS SOON AS THE SINGLE PLAYER RELEASES A BALL, YOU KNOW EXACTLY WHERE IT'S GOING TO WIND UP.

Start your moves when the balls are released. The balls only fall straight down, so when the single player releases them, you already know where they're going to hit. Don't be there when they do.

Finally, your jumping ability (A) is a good last-ditch dodge if you're pinned into a corner, but don't jump directly into a falling ball!



MARIO HAS NO PROBLEM KNOCKING HIS FRIENDS OFF OF A HIGH WIRE!

Curvy Curbs

CATEGORIES
EASY, SKILL

CURVY CURBS CONTROLS (SINGLE PLAYER)

BUTTON	COMMAND
○	Steer (left/right)

CURVY CURBS CONTROLS (THREE PLAYERS)

BUTTON	COMMAND
○	Steer (left/right)

Most racing games put you behind the wheel of a high-performance vehicle with horsepower to spare, but not Curvy Curbs! This Mini-Game pits a single player against a team of three players in a race to drive a slow, one-wheeled cart along a windy path. Each member of the first team to make it to the finish line gets a 10-coin reward.

HOLD ONTO YOUR HATS! THESE BABIES CAN REACH SPEEDS OF UP TO FIVE MILES AN HOUR!

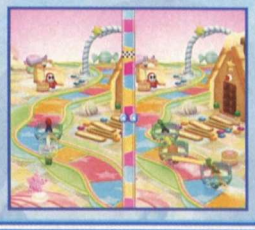
Single-Player Strategy

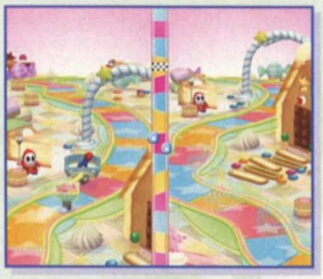
The single player drives their cart along the same pathway as the three-player team, but the single player's pathway is much slicker, which makes steering tougher. Don't let your cart's single wheel bump the edge of the track, or you'll freeze for a second.

THE SINGLE PLAYER'S TRACK IS SLICKER THAN THE THREE PLAYERS' TRACK.

TIP

IF YOU DO BUMP THE EDGE OF THE TRACK, YOU'RE RESET TO THE CENTER OF THE TRACK, WHICH PUTS YOU A SAFE DISTANCE AWAY FROM THE TRACK EDGE. DON'T WASTE THAT OPPORTUNITY!





AS LONG AS YOUR CART'S SINGLE WHEEL DOESN'T BUMP THE EDGE OF THE TRACK, YOU'RE IN GOOD SHAPE.

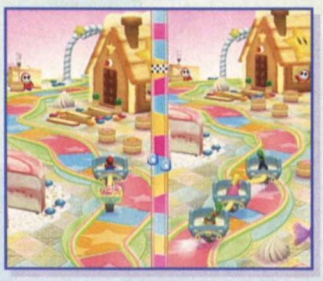
Focus your attention on the single wheel directly under the center of your cart. As long as that wheel doesn't hit the track edge, you'll race through Curvy Curbs as fast as possible. Don't make sharp turns to avoid curbs that your tire wouldn't touch anyway; you only put yourself in danger of bumping an upcoming curb edge. Remember, a miss is as good as a mile!

Three-Player Strategy

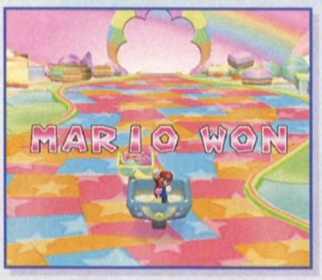
IF ANY OF THE THREE PLAYERS' CARTS BUMP THE SIDE OF THE TRACK, IT HOLDS UP THE WHOLE TEAM.

Your track is much less slick than the single player's, which makes steering easier. However, your team has three times as many chances to hit the track's edge, as each of the three players steer their own one-wheeled cart. Like the single-player's cart, each of your carts has a single wheel in the center of it that you must keep away from the curbs.

The front cart sets the pace for the other two carts. The middle cart should duplicate the front cart's moves one second after the front cart makes them. The rear cart should do the same with the middle cart. After all, if the cart ahead of you avoids hitting a curb, you're safe if you make the exact same move at the exact same spot on the course.



THE TWO REAR CARTS SHOULD DUPLICATE THE MOVES OF THE CART AHEAD OF THEM.



MARIO PROVES THAT THREE HEADS AREN'T NECESSARILY BETTER THAN ONE—THIS TIME!

Fight Cards

Categories
Easy, Goofy

Fight Cards
START
PRACTICE
Rules
Scroll
Attack your opponents by showing various attack signs. If the same signs are raised, the solo player wins.

Fight Cards Controls (Single Player)

Button	Command
A	Punch sign
B	Chop sign
X	Kick sign

Fight Cards Controls (Three Players)

Button	Command
A	Punch sign
B	Chop sign
X	Kick sign

Fight Cards is essentially a game of "rock-paper-scissors," where the single player and each of the members of the three-player team holds up either a punch, chop, or kick sign. Any member of the three-player team who holds up the same sign as the single player is eliminated from the Mini-Game. If the single player manages to eliminate the entire three-player team in five turns, the single player gets a 10-coin reward. If even one of the three-player team's members makes it through five rounds, however, every member of the three-player team gets a 10-coin prize.

THE FIRST RULE OF FIGHT CARDS IS: NOBODY TALKS ABOUT FIGHT CARDS.

Single-Player Strategy

Note

If you don't choose a card by the end of the three seconds before each round, the computer automatically chooses one for you.

THE ODDS FAVOR THE SINGLE PLAYER, ESPECIALLY IF THEY ALSO HAPPEN TO BE PSYCHIC.

There isn't much strategy to Fight Cards. You either predict the other team's cards, or you don't. The odds favor the single player in a purely random contest.

KEEP YOUR OPPONENTS GUESSING BY TAPPING THE A, B, AND X BUTTONS AS MANY TIMES AS YOU WANT DURING THE THREE-SECOND COUNTDOWN.

Keep in mind that you can press A, B, or X as many times as you want during the three-second countdown at the start of each round. The card you raise will be the one that corresponds to the last button you pressed.

Cheat

If any of your three rivals is careless enough to let you look at their controller and see which button they pressed, you're foolish not to use that against them!

Three-Player Strategy

As mentioned in the single-player strategy, Fight Cards is a completely random game. If there is no communication between the three-player team and if no one's cheating, the odds slightly favor the single player. However, a bit of subtle communication between the three-player team can work wonders for your odds.

DON'T ALL CHOOSE THE SAME CARDS AT THE SAME TIME, OR YOU COULD BE WIPED OUT IN ONE ROUND!

Try to position yourselves so that the three of you can see each others' controllers (but the single player can't). Make sure that you never all choose the same card, because that puts you in danger of losing the game in one round.

Also, make sure that you don't all choose completely different cards when all three of you are still in the game, or one of you is guaranteed to be eliminated by the single player.

DON'T CHOOSE THREE DIFFERENT CARDS EITHER, OR ONE OF YOU IS DEFINITELY GOING TO BE ELIMINATED.

MARIO BASKS IN THE GLOW OF THE PYROTECHNICS THAT ACCOMPANY HIS FIGHT CARDS VICTORY.

FLATIATOR

CATEGORIES
EASY, ACTION

Flatiator
START
PRACTICE
Rules
Scroll
One player rides a ball and tries to run over the other three. If you're running, try not to get squashed.

FLATIATOR CONTROLS (SINGLE PLAYER)

BUTTON	COMMAND
○	Move

FLATIATOR CONTROLS (THREE PLAYERS)

BUTTON	COMMAND
○	Move

In Flatiator, the single player rides atop a large red rubber ball and tries to squish the other three players inside of the 30-second time limit. If the single player is successful, they get a 10-coin reward. If not, each member of the three-player team gets a 10-coin reward. In Mini-Game Mode, the winner gets one point instead of 10 coins.

THE SINGLE PLAYER HAS TO SQUISH THE OTHER THREE PLAYERS WITHIN 30 SECONDS (45 SECONDS IN MINI-GAME MODE).

SINGLE-PLAYER STRATEGY

ROLL THE BALL IN WIDE ARCS TO KEEP YOUR SPEED UP. DON'T MAKE TIGHT TURNS IF POSSIBLE!

Although the ball is slow and awkward, you can still build up a decent head of steam on it. It's also so big that you just need to get close to one of the three other players to run them down. Your best strategy is to move the ball in wide arcs, because that allows you to keep up your speed, making it harder for the other players to avoid you.

The burrowing Monty Moles can trip up the three players on foot. Try to herd the players toward the rising mounds of earth, in the hopes that they'll stumble over a Monty Mole when it pops up.

MONTY MOLES CAN BE REAL PALS, TRIPPING UP THE OTHER PLAYERS IF THEY RUN INTO ONE.

YEE-HAW! IT'S A TWO-FER!

If two or three players are foolish enough to run in a pack, go after them and try to flatten them both. Choose one to run over if they split up, though.

THREE-PLAYER STRATEGY

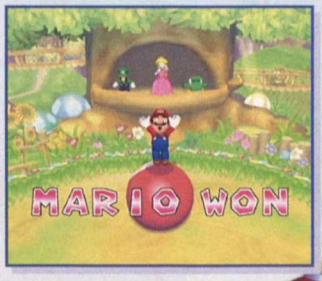
The players on foot are more maneuverable than the single player, and they can also accelerate more quickly. Use these abilities to your advantage by forcing the single player to make tight turns and reverse direction, keeping the single player slow and confused.

You also have the numbers advantage. Stay spread out, and make the single player really work to take you out. If each of you keeps the single player busy for more than 10 seconds, you win!

KEEP THE SINGLE PLAYER CONFUSED BY SPREADING OUT.

LOOK OUT FOR MONTY MOLES. THEY WON'T STOP THE SINGLE PLAYER, BUT THEY'LL TRIP YOU UP.

Finally, watch out for those pesky Monty Moles, which show up more frequently as the clock winds down. You can run over the mounds of earth when they first pop up, but a Monty Mole will trip you up every time if you run into it. Unfortunately, Monty doesn't slow down the single player.



MARIO TEACHES HIS BUDDIES HOW TO GET THIN QUICKLY!

HEAT STROKE

CATEGORIES
EASY, SKILL, GOOFY

Heat Stroke
START
PRACTICE
Rules
Scroll
One player tries to knock the other three off the blocks, while the other three must jump to avoid being knocked off.

HEAT STROKE CONTROLS (SINGLE PLAYER)

BUTTON	COMMAND
A	Swing hammer
B	Fake swing

HEAT STROKE CONTROLS (THREE PLAYERS)

BUTTON	COMMAND
◎	Move
A	Jump
A, A	Ground pound

Heat Stroke is one of the most bizarre Mini-Games in *Mario Party 5*. For starters, it takes place on a sun. A stack of eight platforms rises up from it, and the three-player team stands on top of it. The single player floats next to the top platform, held aloft by balloons and wielding a hammer. Each time the single player swings their hammer, they knock the top platform off of the screen along with the three other players (unless they jump off of it in time). If the single player knocks all three players off within 30 seconds and with eight swings of the hammer, the single player wins the 10-coin award. If not, all three members of the three-player team get 10 coins apiece, regardless of how many make it to the end.

MARIO PREPARES TO LAY THE HAMMER DOWN IN HEAT STROKE. IF HE KNOCKS EVERYONE OFF, HE WINS!

SINGLE-PLAYER STRATEGY

YOU CAN EITHER PRESS THE A BUTTON FOR A REAL HAMMER SWING . . .

There are only two things you can do in Heat Stroke: press the A Button to swing the hammer and knock off the top platform, or press the B Button to trick the other three players with a fake swing.

. . . OR THE B BUTTON FOR A FAKE SWING THAT CAN TRICK YOUR RIVALS INTO MAKING THE WRONG MOVE.

Use that fake swing liberally to fool the other players into jumping. Then, while they're in the air, get ready to swing the hammer as soon as they land. They won't be able to jump quickly enough, and they'll go flying off of the side of the screen.

THREE-PLAYER STRATEGY

You have your work cut out for you. You must know when to jump as the single player swings the hammer, and you must avoid the Podobos that fall from the sky onto the stack of platforms.

Stand close to the platform's left edge to give yourself plenty of time to react to the single player's hammer swings. Standing at the left edge gives you almost a half-second more reaction time when the single player swings the hammer.

PEACH IS STANDING CLOSE TO THE PLATFORM'S LEFT EDGE, WHICH IS GOOD STRATEGY.

WATCH OUT FOR THE FALLING PODOBOS!

If the single player fakes you out with a B Button swing, quickly execute a Ground Pound (press the A Button again quickly) to throw off the single player's timing and avoid the real hammer swing.

PEACH KNOWS WHEN MARIO'S GOING TO SWING AND WHEN HE ISN'T!

MARIO MECHS

CATEGORY
ACTION

Mario Mechs
START
PRACTICE
Rules
Scroll
Fight in a battle-arena setting using vehicles to fire back and forth. Whoever is first to destroy the opposition wins.

IT'S ONE-ON-THREE BATTLE ARENA ACTION IN MARIO MECHS!

MARIO MECHS CONTROLS (SINGLE PLAYER)

BUTTON	COMMAND
○	Move
B (tap)	Fire beam
B (hold)	Charge beam (release to fire)
B (tap)	Shock wave
B (hold)	Charge shock wave (release to fire)
L	Strafe left
R	Strafe right

MARIO MECHS CONTROLS (THREE PLAYERS)

BUTTON	COMMAND
○	Move
A	Fire Beam
B (hold to charge; release to dash)	Dash

Mario Mechs pits three single players in small, fast battle vehicles against a single player with a more powerful but slower vehicle. The action takes place in a futuristic arena, where pillars appear and vanish randomly. Each player has a health gauge, and every enemy shot received depletes that gauge. If a player's gauge reaches zero, they're out of the game. Whichever team manages to be the last one standing wins a 10-coin prize for each of its members. There's a 60-second time limit, and if the battle's still raging once the counter hits zero, it's a draw.

NOTE

IF YOU PLAY MARIO MECHS FROM THE FREE PLAY MINI-GAME MODE, YOU CAN CHOOSE BETWEEN THREE DIFFERENT ARENAS: PARCHED RUINS, DARK CITY, OR STAR HOLE.

SINGLE-PLAYER STRATEGY

USE THE FULLY CHARGED BEAM AGAINST THE OTHER THREE PLAYERS.

The single player has a slower mech, but it's much more heavily armored, and its weapons pack an incredible punch when fully charged. In fact, the single player should almost always use their weapons after charging them fully, as two hits from a fully charged beam (hold the A Button and release to fire) will destroy one of the three other player.

THE SHOCK WAVE IS ONLY HANDY AGAINST MULTIPLE OPPONENTS.

The shock wave is a good attack at the beginning of the Mini-Game, when all three rivals are swarming around, but it's really only useful against more than one opponent at close range.

Finally, use your strafing abilities to your advantage and keep your opponents in your sights. Don't be afraid to take a few of their wimpy attacks to unleash one of your devastating blasts, either!

THREE-PLAYER STRATEGY

USE YOUR SPEED AND AGILITY TO BUZZ PAST THE SLOW, CLUNKY SINGLE PLAYER.

The three players' mechs aren't as tough as the single player's, and their weapons don't pack nearly as much punch, but they're faster and more maneuverable than the single player's vehicle. Use this speed and handling to your advantage, and pepper the back of the single player's mech with a volley of shots before they can turn around to fire back.

Don't get into a head-to-head dogfight with the single player; their fully charged beam will cut you to ribbons. Instead, keep moving and land your shots where you can. You've got to float like a butterfly and sting like a bee!

Finally, don't all rush in at once. That leaves you vulnerable to the shock wave, which damages all of you simultaneously. Instead, take turns leading the single player around and attacking them from behind.

DON'T GET INVOLVED IN A FACE-TO-FACE FIGHT WITH THE SINGLE PLAYER!

WELL OF COURSE MARIO WON. THERE'S A REASON THE GAME'S NAMED AFTER HIM, YOU KNOW!

MATHLETES

CATEGORIES

EASY, ACTION, SKILL, GOOFY

Mathletes
START
PRACTICE
Rules
Scroll
Form a mathematical equation by hitting three dice blocks. The equation sets the number of coins for each player (or team).

MATHLETES CONTROLS (SINGLE PLAYER)

BUTTON	COMMAND
◎	Move (left/right)
A	Jump

MATHLETES CONTROLS (THREE PLAYERS)

BUTTON	COMMAND
A	Jump

WELCOME TO MATHLETES, WHERE YOU CAN MAKE LOADS OF COINS BY FORMING THE RIGHT MATHEMATICAL FUNCTION!

Mathletes is a game where everyone can win, depending on their luck! Both the single player and the three-player team must jump up to hit three blocks, which form a mathematical function. The function determines the number of coins the team receives.

SINGLE-PLAYER STRATEGY

JUST JUMP UP AND HIT ALL THREE BLOCKS TO FORM A FUNCTION.

The single player must use the Control Stick to move underneath each block and press the A Button to jump up at it and stop it. The right and left blocks are numbers, and the middle sign is an operator (plus, minus, or times). There really isn't any strategy to Mathletes; the results on the blocks are random, so just hit all three blocks and hope for the best!

NOTE

THE BEST FUNCTION YOU CAN HOPE FOR IS 6 X 6, WHICH GIVES YOU 36 COINS.

THREE-PLAYER STRATEGY

IT'S EVEN SIMPLER FOR THE THREE PLAYERS—JUST PRESS THE A BUTTON TO JUMP UP AND STOP THE BLOCK.

Mathletes is even simpler for the three-player team. Each member must hit the A Button to stop the block directly over their head. Other than this small variation, it's exactly the same as the single-player's game, and it's just as random.

NOTE

IF YOU WIND UP WITH A FUNCTION THAT RESULTS IN A NEGATIVE NUMBER (FOR EXAMPLE, 2 - 5), YOU DON'T LOSE COINS, BUT YOU DON'T GET ANY EITHER.

QUILT FOR SPEED

CATEGORIES
SKILL, GOOFY

Quilt for Speed
START
PRACTICE
Rules
Scroll
Guide a vehicle to the finish line. To move, stop the roulette wheel on the direction you need to go.

QUILT FOR SPEED CONTROLS (SINGLE PLAYER)

BUTTON	COMMAND
A	Stop Roulette

QUILT FOR SPEED CONTROLS (THREE PLAYERS)

BUTTON	COMMAND
A	Stop Roulette

READY FOR SOME CRAZY . . . ER, QUILTING ACTION?

In Quilt for Speed, the single-player and three-player team must steer a Goomba-shaped vehicle along a giant blanket by stopping a roulette on the arrow that indicates the direction in which they want to move. Both teams must avoid obstacles on the quilt as they race toward the finish line. If it sounds bizarre, that's because it is! The first team to make it to the finish line wins 10 coins per team member.

SINGLE-PLAYER STRATEGY

LEARN TO STOP THE ROULETTE ARROWS QUICKLY AND ACCURATELY, AND YOU HAVE NO TROUBLE REACHING THE FINISH LINE.

The single player just needs to press the A Buttton to stop the roulette on the proper arrow, and since the order of the three arrows on the roulette never changes, it's a simple matter to choose the right one.

TIP

THE ORDER OF THE ROULETTE ARROWS IS ALWAYS: RIGHT (BLUE), LEFT (RED), AND UP (YELLOW). PRESS THE A BUTTON JUST AS THE PREVIOUS ARROW IS SCROLLING OFF OF THE BOTTOM OF THE ROULETTE.

THE SINGLE PLAYER CAN'T AFFORD TO MAKE MISTAKES.

The single player's biggest advantage is that one person has total control over the vehicle's movement. However, a talented three-person team can outrace a single player, because they move three spaces at a time. That means that the single player must quickly decide what direction to move in and choose the arrow accurately.

THREE-PLAYER STRATEGY

Each member of the three-player team has to choose a roulette arrow with the A Button, just like the single player. However, the three-player team moves three spaces at a time after all three roulette wheels have been stopped. The vehicle moves in the direction shown on the left roulette wheel, then the center wheel, then the right wheel.

EACH MEMBER OF THE THREE-PLAYER TEAM MUST PICK A DIRECTION.

A WELL-COORDINATED THREE-PLAYER TEAM WILL BEAT ANY SINGLE PLAYER.

The three players need to coordinate their movements closely. In most cases, it's pretty obvious how the vehicle needs to move, so it shouldn't be a problem to send it on its way. However, if there are a couple of different ways it can move, be sure that you're all on the same page before anyone presses the A Button! A talented three-person team that moves quickly and doesn't make mistakes always beats any single player.

YOSHI, PEACH, AND LUIGI HAVE THE SUPERIOR QUILTING SKILLS!

Squared Away

CATEGORIES
EASY, ACTION, GOOFY

Squared Away
START
PRACTICE
Rules
Scroll
Three players each climb into a giant cube and try to squish the fourth player, who's trying to escape in a smaller cube.

SQUARED AWAY CONTROLS (SINGLE PLAYER)

BUTTON	COMMAND
◎	Move

SQUARED AWAY CONTROLS (THREE PLAYERS)

BUTTON	COMMAND
◎	Move

Every player controls a cube in Squared Away. Three players steer giant, slow-moving cubes, while the single player scoots about in a tiny, fast-moving box. If one of the three players manages to crush the single player inside the 30-second time limit, each member of the three-player team gets 10 coins. If not, the single player gets the 10-coin prize.

THE THREE-PLAYER TEAM HAS TO SQUASH THE SINGLE-PLAYER'S CUBE INTO A SQUARE!

Single-Player Strategy

LOOK AT THAT LITTLE CUBE SCOOT! IT'S MUCH QUICKER AND MORE AGILE THAN THE OTHER THREE.

Use your small cube's agility and speed to your advantage. Make tight turns to get around the big lummoxes on the three-player team, but don't be too daring—if you get too close, you're one wrong move away from being two-dimensional!

YOU DON'T HAVE TO MOVE ALL THE TIME, JUST MOVE WHEN THE THREE-PLAYER TEAM GETS TOO CLOSE FOR COMFORT.

Also, don't feel like you have to be moving every second of the Mini-Game. Lure the three players to one side or corner of the board, and then speed to the other side and wait for them. Repeat as necessary. As long as you stay uncrushed for 30 seconds, you win!

Three-Player Strategy

The single player can move faster and make tighter turns than you can, but you have the numbers advantage. Work together to trap the single player in a corner or on one side of the board.

WORK TOGETHER TO CORNER THE SINGLE PLAYER.

DON'T GET TOO BUNCHED UP, OR YOU LIMIT YOUR OWN TEAM'S MOVEMENT.

Make sure there's always a bit of space between each of you, so that you can move in any direction you choose. Your best chance of taking out the single player is to move toward them while spread out, and then gradually move closer together as you corner them.

MARIO'S HAD A LIFETIME'S WORTH OF EXPERIENCE DODGING HUGE, CLUMSY ATTACKERS!

Revolving Fire

CATEGORIES
EASY, ACTION

Revolving Fire
START
PRACTICE
Rules
Scroll
The single player tries to get the other three with a flame-shooting Gun or with lava waves. The other players try to dodge.

REVOLVING FIRE CONTROLS (SINGLE PLAYER)

BUTTON	COMMAND
A, A	Ground pound to make lava waves
L	Spin flame-thrower counter clockwise
R	Spin flame-thrower clockwise

WELCOME TO ROTATING FIRE, WHERE THE SINGLE PLAYER MUST ELIMINATE THE OTHER THREE PLAYERS WITH SEVERAL INFERNAL DEVICES.

REVOLVING FIRE CONTROLS (THREE PLAYERS)

BUTTON	COMMAND
○	Move
A	Jump

It's going to be a hot time in the old Mini-Game tonight! Revolving Fire puts the single player in charge of a rotating flamethrower with three nozzles that also launch waves of lava with a Ground Pound! The unfortunate three-player team must avoid the single player's lethal heat for 30 seconds. If they do, they each get 10 coins. If the single player eliminates all of them before the time limit, the single player gets the 10-coin reward.

Single-Player Strategy

YOU'VE GOT SOME PRETTY GNARLY TOOLS AT YOUR DISPOSAL; MAKE THE MOST OF 'EM.

Revolving Fire definitely favors the single player. Not only can the single player control the rotation of the three jets of flame, they can also unleash a wave of lava with a Ground Pound. Use both of these weapons to take out your rivals.

KEEP REVERSING THE ROTATION OF THE FLAMETHROWERS TO CATCH YOUR OPPONENTS OFF GUARD.

One of the best tricks you can use against the three players is to rotate the flamethrowers in one direction, and then reverse direction quickly. Keep doing this, and you're almost guaranteed to torch them eventually.

FOLLOWING THE LAVA WAVE WITH THE FLAMETHROWERS IS AN ALMOST GUARANTEED RECIPE FOR RIVAL FLAMBÉ.

But if that's not quick enough for you, send a lava wave their way. As soon as they jump, start the flame jets rotating toward them again. They can't avoid the jets of flame while they're in the air, and they can't jump high enough to get over them!

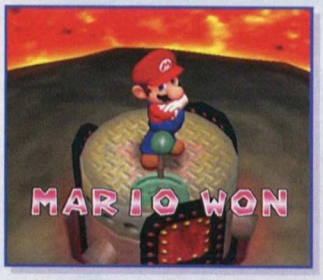
Three-Player Strategy

STAY CLOSE TO THE EDGE, BUT NOT TOO CLOSE TO IT.

Well, you have your work cut out for you. We recommend staying near the outer edge of the platform so that you have time to react to changes in the flamethrowers' rotation and to lava waves. However, you also constantly slip toward the outer edge of the platform and the lava that surrounds it, so don't get too close to the edge, or you'll fall off and be eliminated.

The single player will try to trick you with the rotating flamethrowers and send lava waves after you to trip you up. Tap the A Button to perform quick hops over the lava waves so that you can get your feet back on the ground and avoid the flamethrowers ASAP.

HOP QUICKLY OVER THE LAVA WAVES.



MARIO SMOKES THE COMPETITION!

Tube It or Lose It

CATEGORY
EASY, ACTION

Tube It or Lose It
START
PRACTICE
Rules
Scroll
One player rides a spike-lined inner tube down a slope while trying to pop the inner tubes of the other three players.

TUBE IT OR LOSE IT CONTROLS (SINGLE PLAYER)

BUTTON	COMMAND
◎	Move (left/right)
A	Speed up
B	Slow down

TUBE IT OR LOSE IT CONTROLS (THREE PLAYERS)

BUTTON	COMMAND
◎	Move (left/right)
A	Speed up
B	Slow down

THE SINGLE PLAYER MUST POP ALL THREE OF THE OTHER PLAYER'S TUBES TO WIN THE PRIZE.

Tube It or Lose It pits the single player, in a spiky sled, against the three remaining players who are all in inflated inner tubes. All four players race down a snowy mountain course, and the single player tries to pop the tubes of the other three players by running into them. If the single player gets all three of the other players before the end of the run, the single player gets a 10-coin prize. If even one of the three players makes it all the way down the mountain, however, they each get 10 coins.

Single-Player Strategy

GET ON THE TAILS OF THE OTHER PLAYERS AND KEEP THEM IN YOUR SIGHTS.

Stay behind the three players as much as possible and accelerate toward them once you're lined up with them. Even a glancing blow will bust their inner tubes.

LAND NEAR ONE OF THE THREE OTHER PLAYERS AFTER COMING OFF OF A JUMP.

Another good strategy is to position yourself so that you land near one of the three players after flying off of a jump. Push the Control Stick forward to fly farther off of the jump, or pull it back to take a short hop off of the jump.

IF THE OTHER PLAYERS INSIST ON STICKING TOGETHER, YOU'RE CRAZY NOT TO GO AFTER THEM!

Finally, if two or three of the other players are careless enough to stay close to each other, go after them and get two or three in one shot!

TIP

THE ROCKS AND TREE STUMPS ALONG THE COURSE SLOW DOWN THE OTHER THREE PLAYERS, BUT YOU CAN SHATTER THEM WITHOUT SLOWING DOWN!

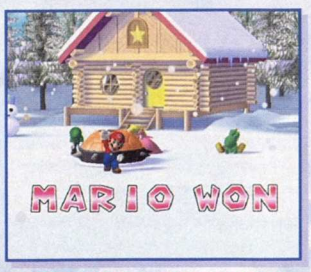
Three-Player Strategy

KEEP YOUR DISTANCE FROM EACH OTHER—DON'T MAKE THE SINGLE PLAYER'S JOB EASY!

The single player is slightly more maneuverable, but they still have to get all three of you before the end of the run. Stay as spread out as possible so that the single player must really work to pop your tubes.

Also, whenever you can, stay behind the single player. It's easier to avoid being popped when the single player is in front of you than it is if you're in front of them.

YOU DON'T WANT TO SPEND TOO MUCH TIME IN FRONT OF THE SINGLE PLAYER.



MARIO WASTED NO TIME IN DEFLATING THE SPIRITS AND INNER TUBES OF HIS RIVALS!

2 vs. 2 Mini-Games

Banking Coins

CATEGORIES
EASY, ACTION, SKILL, GOOFY

BANKING COINS CONTROLS

BUTTON	COMMAND
○	Move
A	Jump

Banking Coins is a game in which everyone who plays it can walk out a winner. Two teams of two players must work together to knock as many coins out of an overhead jar as possible within the 30-second time limit. Each player gets to keep all of the coins that their team knocks loose.

It's not as easy as it sounds, however. Each team's platform tilts under the weight of the players. If players are standing at the left side of the platform, for instance, the platform tips sharply to the left until they move back toward the right side.

KNOCK THE COINS OUT OF THE JAR AND PICK THEM UP, BUT DON'T FALL OFF OF THE TILTING PLATFORM!

TIP

TO KEEP THE PLATFORM LEVEL, MOVE AROUND THE PLATFORM, STAYING NEAR THE CENTER. THE FLOOR TILTS MORE DRAMATICALLY IF YOU STAND ON THE EDGE THAN IT DOES IF YOU STAND JUST A LITTLE OFF-CENTER.

One player should stand directly in the center of the platform and press the A Button repeatedly to knock coins out of the jar. The other player should stay as close to the center of the platform as possible and move in a circular pattern around the platform while picking up the coins. This keeps the floor from tilting too much and sliding the players and coins off of it.

TEAMWORK IS KEY. ONE PLAYER KNOCKS THE COINS OUT, WHILE THE OTHER PICKS THEM UP.

NOTE

IF YOU FALL OFF OF THE PLATFORM, LAKITU FISHES YOU OUT OF THE ABYSS AND PUTS YOU BACK ON IT, BUT IT TAKES HIM A COUPLE OF SECONDS TO DO SO.

TIP

SOMETIMES A BAG OF COINS POPS OUT OF THE JAR. A BAG OF COINS IS WORTH FIVE COINS, SO DON'T MISS AN OPPORTUNITY TO PICK ONE UP, EVEN IF YOU HAVE TO DIVE OFF OF THE PLATFORM TO GET IT!

BERRY BASKET

CATEGORY
SKILL

Berry Basket
START
PRACTICE
Rules
Scroll
Work with your partner to get as many fruits as possible. The team with the most points is the winner.

BERRY BASKET CONTROLS (CATCHERS)

BUTTON	COMMAND
◎	Move

BERRY BASKET CONTROLS (SHOOTERS)

BUTTON	COMMAND
◎	Move cursor
A	Throw balls

Berry Baskets is a true test of your hand-eye coordination and teamwork skills. Each two-player team in Berry Baskets is made up of a shooter who knocks fruit off of a tree and a catcher who catches it in a basket. The team who scores the most points by the end of the 30-second time limit wins 10 coins for each team member.

EACH TEAM'S SHOOTER AND CATCHER MUST WORK TOGETHER TO KNOCK LOOSE THE FRUIT AND CATCH IT IN THE BASKET.

NOTE

IF A FRUIT HITS THE GROUND, IT DISAPPEARS. FRUIT THAT TOUCHES THE GROUND ISN'T USEFUL IN ANY WAY, SO JUST IGNORE IT.

A GOOD SHOOTER FOCUSES THEIR ATTENTION ON KNOCKING OFF AS MANY PINK AND GOLDEN FRUITS AS POSSIBLE.

The shooters have to use the Control Stick to move their targeting cursor over the tree's fruits as they appear. Pressing the A Button launches the ball at the cursor and knocks the fruit off of the tree. The shooter should just focus on knocking as many fruits off of the tree as possible.

TIP

FRUITS ARE SMALL AND YELLOW WHEN THEY FIRST SPROUT. A FEW GROW INTO SPARKLING GOLDEN FRUITS THAT ARE WORTH THREE POINTS IF YOUR TEAM CATCHES THEM. MOST FRUITS GROW INTO LARGER PINK FRUITS, WHICH ARE WORTH ONE POINT EACH. IF A PINK FRUIT STAYS ON THE TREE FOR TOO LONG, THOUGH, IT TURNS BLACK. IF A BLACK FRUIT LANDS IN YOUR CATCHER'S BASKET, YOU GET NO POINTS, AND THE CATCHER FREEZES FOR A SECOND.

The catchers should use the shadows on the grass under the tree to judge where the falling fruits will land. A good catcher should run toward a shadow when it appears and check what type of fruit it is on their way to it. If it's a black fruit, the catcher should turn around quickly. If a catcher doesn't move until they're sure that the fruit is golden or pink, they may arrive at the spot too late to catch it.

TIP

CATCHERS CAN CATCH FRUIT KNOCKED LOOSE BY EITHER TEAM'S SHOOTER. WHILE IT'S GOOD STRATEGY TO STAY UNDER YOUR OWN SHOOTER'S CURSOR, DEFINITELY TAKE ADVANTAGE OF PINK AND GOLDEN FRUITS KNOCKED LOOSE BY THE OTHER SHOOTER.

MARIO AND LUIGI WERE TOO EVENLY MATCHED WITH PEACH AND YOSHI; A DRAW MEANS THAT NO ONE GETS ANY COINS!

Bus Buffer

CATEGORY
ACTION

BUS BUFFER CONTROLS

BUTTON	COMMAND
○	Move buffer

Careless Shy Guys have spilled green paint all over the roofs of two buses. It's each team's job to use its buffers to completely clean their bus roof before the other team cleans theirs. The first team to do so gets 10 coins per team member. There's also a 60-second time limit on the clock, and if it expires before either team has cleaned their bus, the game is a draw and no one gets any coins.

The buffers are extremely hard to control, so don't be hard on yourself if you get frustrated during the first couple of times you play this Mini-Game. Pushing the Control Stick → moves the buffer clockwise, and ← moves it counterclockwise. Pushing ↑ or ↓ does nothing.

USE THE BUS BUFFER TO CLEAN THE GREEN PAINT FROM THE ROOF.

CONTROLLING THE BUFFER REQUIRES A BIT OF PRACTICE AND A LOT OF PATIENCE!

The most efficient way to clean the bus is to swing the buffer in a large arc, back and forth. Clear away entire sections of paint at a time; don't just clear a path through it. Avoid having to backtrack to parts of the roof that you've already walked across.

TIP

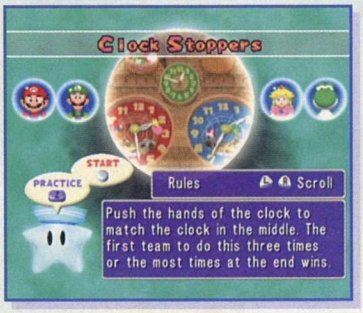
DON'T WORRY ABOUT TINY LITTLE SPECKS OF PAINT THAT YOU MISS. THEY WILL FADE AWAY BY THEMSELVES OVER THE COURSE OF A FEW SECONDS.

Finally, make sure you and your partner are working opposite sections of the bus roof. Don't bump into each other and go over parts of the roof that your teammate has already cleared!

WORK TOGETHER WITH YOUR PARTNER BY CLEARING OPPOSITE SIDES OF THE ROOF.

PEACH AND YOSHI HAVE A BRIGHT FUTURE AHEAD OF THEM IN THE JANITORIAL BIZ!

Clock Stoppers


Clock Stoppers
START
PRACTICE
Rules
Scroll
Push the hands of the clock to match the clock in the middle. The first team to do this three times or the most times at the end wins.

CATEGORIES
EASY, ACTION

CLOCK STOPPERS CONTROLS

BUTTON	COMMAND
◎	Move
A	Jump

Clock Stoppers challenges each team to push the hour and minute hands of their enormous clock so that they match the time shown on the green clock in the screen's center. The first team to arrange their clock hands properly scores a point, and the first team to score three points wins the Mini-Game and 10 coins for each team member.

First, figure out which player is responsible for which clock hand. One player should always control the hour hand, and the other should always control the minute hand.

PUSH YOUR CLOCK HANDS SO THAT THEY MATCH THE ONES ON THE GREEN CLOCK IN THE SCREEN'S CENTER.

FROM THE START OF THE MINI-GAME, DESIGNATE ONE TEAMMATE AS THE HOUR-HAND PUSHER AND THE OTHER AS THE MINUTE-HAND PUSHER.

Also, when pushing the hands, take the shortest route. If the minute hand is on 1, and it needs to be on 5, don't push it in a counter-clockwise direction, because it's much faster to push it clockwise. Use the A Button to jump over the hand if you're on the wrong side of it.

Finally, if you and your teammate run into each other while pushing your hands in the opposite directions, the teammate controlling the hour hand should quickly back off and let the other player push the minute hand past the hour hand. The hour hand player can then leap over the minute hand and continue pushing the hour hand.

TAKE THE SHORTEST ROUTE POSSIBLE WHEN PUSHING THE HANDS, AND JUMP OVER THEM WITH THE A BUTTON IF NECESSARY.

MARIO AND LUIGI WON THE MINI-GAME WITH TIME TO SPARE!

DEFUSE OR LOSE

Defuse or Lose
START
PRACTICE
Rules
Scroll
Slow the burning fuse by doing a Ground Pound directly on it. If a spark reaches King Bob-omb, you will lose.

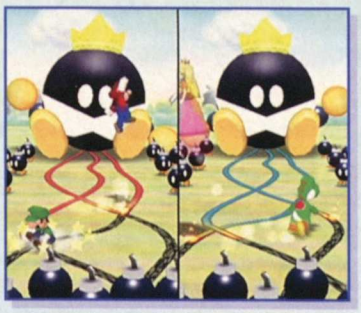
CATEGORIES
EASY, ACTION, SKILL

DEFUSE OR LOSE CONTROLS

BUTTON	COMMAND
○	Move
A	Jump
A,A	Ground pound

In Defuse or Lose, each team starts at the burning ends of three fuses that lead to King Bob-omb. The players temporarily extinguish the fuses by Ground Pounding them, but the fuses relight themselves a few seconds later. Although you can't stop the fuses from burning, you must keep any of the three burning ends from reaching King Bob-omb. If you can keep King Bob-omb from blowing up longer than the other team can, both members of your team get 10 coins each!

The most important skill you can have in Defuse or Lose is the ability to perform an accurate Ground Pound. Press the A Button to jump, then press the A Button again during the jump to Ground Pound down on the fuse. The quicker you press the A Button for the second time, the quicker you'll land. The better you are at Ground Pounding exactly on top of the burning fuse tips, the longer your team lasts!



KEEP PUTTING OUT THOSE RELIGHTING FUSES TO KEEP KING BOB-OMB FROM BLOWING HIS TOP!

GROUND POUND QUICKLY AND ACCURATELY TO KEEP THE FUSES FROM GETTING TOO SHORT.

Also, you can Ground Pound the four areas where the fuses overlap to put out two fuses with one Ground Pound. This is a handy way to keep two of the three fuses from burning too quickly, leaving your teammate to worry about the third fuse.

Finally, focus your attention on the burning fuses closest to King Bob-omb. Remember, if even one of the three fuses burns down to him, you lose. Even if you have to ignore the two longer fuses, don't let the short fuse get any shorter!

GROUND POUND PLACES WHERE THE FUSES CROSS TO GET TWO WITH ONE POUND.

PEACH AND YOSHI WIN THE *MARIO PARTY 5* JUNIOR FIREFIGHTER'S AWARD—AND 10 COINS APIECE!

HANDY HOPPERS

CATEGORIES
EASY, SKILL, GOOFY

Handy Hoppers
START
PRACTICE
Rules
Scroll
Jump over the bar as many times as you can. One player rotates the lever to turn the bar, and the other player jumps.

HANDY HOPPERS CONTROLS (BAR TURNER)

BUTTON	COMMAND
L, R (alternating)	Turn bar

HANDY HOPPERS CONTROLS (JUMPER)

BUTTON	COMMAND
A	Jump

NOTE

HANDY HOPPERS RECORD YOUR HIGHEST NUMBER OF SUCCESSFUL JUMPS. WE MANAGED TO JUMP THE BAR SUCCESSFULLY 45 TIMES IN THE 30-SECOND TIME LIMIT. CAN YOU DO BETTER?

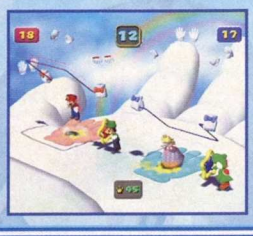
The two-player teams in Handy Hoppers are made up of a bar turner and a jumper. The bar turner presses the L and R Buttons in an alternating pattern (push the L Button, then push the R Button, then push the L Button, etc.) to rotate a U-shaped bar like a jump rope. The jumper must press the A Button to hop over the bar as it comes around. The team with the most jumps over the bar by the end of the 30-second time limit wins 10 coins per team member.

THE TEAM THAT HOPS OVER THE BAR THE MOST TIMES IN 30 SECONDS WINS!

Your team's success really depends upon the consistency of your bar turner. The turner should press the L and R Buttons in a regular pattern, establishing a steady tempo at the very beginning and not changing it. The worst thing a turner can do is rush and turn the bar erratically, because that throws off the jumper's timing.

TIP

IF A JUMPER FAILS TO JUMP OVER THE BAR AND IS HIT BY IT INSTEAD, THE JUMPER FREEZES FOR A SECOND AND THE JUMP ISN'T COUNTED TOWARD THE TEAM'S TOTAL.



GOOD TEAMWORK AND GOOD RHYTHM ARE THE KEYS TO VICTORY IN HANDY HOPPERS.

If the bar turner is doing a proper job, all the jumper must do is tap the A Button when the bar is on its downward swing. If the turner is turning the bar slowly, you can hold down the A Button for a longer, higher jump that has a better chance of clearing the bar. If the bar is turning quickly, though, just tap the A Button to hop over the bar and be ready for it on its next revolution.

TIP

IF THE BAR TURNER CAN'T TURN THE BAR IN A CONSISTENT RHYTHM, THE JUMPER SHOULD JUST PRESS AND HOLD A FOR A HIGH JUMP AS SOON AS THEY SEE THE BAR START ITS DOWNWARD TURN.

MARIO AND LUIGI WROTE THE BOOK ON JUMPING OVER OBSTACLES!

ID UFO

ID UFO
START
PRACTICE
Rules
Scroll
Find the panels that match the two UFOs. You and your teammate must then do a Ground Pound on both panels at the same time.

CATEGORIES
ACTION, GOOFY

ID UFO CONTROLS

BUTTON	COMMAND
○	Move
A	Jump
A,A	Ground pound

ID UFO puts each two-player team on a 3x3 grid, and each square on the grid has a picture of a different UFO on it. Pairs of UFOs fly above the grid, and each team must simultaneously Ground Pound on the two UFO squares that match the UFOs overhead. The first team to do it five times in the 60-second time limit wins a 10-coin prize for each member. If the time limit expires before either team reaches five matches, the team with more matches wins. If they're tied, the game is a draw and no one wins the coins.

Finding the right UFO pictures is only half the battle in UFO ID. Remember, both teammates must simultaneously land from their Ground Pounds on the correct pictures. The best way to land on the pictures at the same time is for the first player to jump and do their Ground Pound at the highest point of their jump, while the other player does their Ground Pound right after jumping.

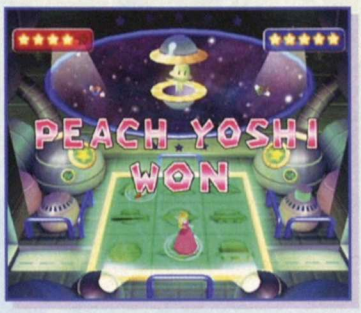
SIMULTANEOUSLY GROUND POUND ON THE TWO PICTURES THAT MATCH THE UFOS FLYING OVERHEAD!

TIP

THE MINI-GAME IS ACTUALLY A LITTLE FORGIVING WHEN IT COMES TO GROUND POUNDING; AS LONG AS YOU LAND ON THE RIGHT PICTURES WITHIN HALF A SECOND OR SO OF EACH OTHER, YOU GET CREDIT!

You'll know if you've picked the wrong UFO picture, because it will flash red when you land on it. Correct pictures flash blue. But don't waste time confirming that you've got the right pictures before going for the simultaneous Ground Pound—just pick your pictures and land on them at the same time. If one or both of you is wrong, then look for the right pictures quickly!

DON'T WASTE TIME CHECKING THE PICTURES TO SEE IF THEY'RE THE RIGHT ONES—JUST GO FOR THE SIMULTANEOUS GROUND POUNDS!



PEACH AND YOSHI HAVE NO TROUBLE PICKING OUT THE RIGHT UFOS!

MANIC MALLETS

CATEGORIES
EASY, ACTION, GOOFY

MANIC MALLETS CONTROLS

BUTTON	COMMAND
A	Swing hammer

The name of this Mini-Game says it all. In Manic Mallets, you and your teammate simply have to tap the A Button as many times as possible in the 10-second time limit to swing your mallets and hit the switch at your feet. The team with the most hits wins the Mini-Game and the 10-coin prize per teammate that comes with it.

There's no strategy for Manic Mallets. It all comes down to how fast you can tap the A Button. The best way to tap it quickly is to keep your finger on the button; just press down on it gently and release it quickly. Using more pressure than necessary only wastes time, as does lifting your finger off of the button.

TAP THE A BUTTON AS MANY TIMES AS YOU CAN WITHIN 10 SECONDS TO WIN THE MINI-GAME!

TIP

WE'VE SEEN A CRAZY BUTTON-TAPPING TECHNIQUE THAT MIGHT HELP YOU OUT OR GIVE YOU A NASTY CRAMP IN YOUR ARM . . . OR BOTH! BASICALLY, THE PLAYER FLEXES THEIR BICEP AS HARD AS POSSIBLE SO THAT THEIR ARM STARTS SHAKING. THIS APPARENTLY LETS THEM TAP THE A BUTTON MUCH FASTER THAN USUAL. YOU MIGHT WANT TO GIVE IT A SHOT, BUT FOR GOODNESS' SAKE, STOP DOING IT IF YOUR ARM STARTS TO ACHE!

CHEAT

MANIC MALLETS IS ANOTHER MINI-GAME WHERE A CONTROLLER WITH A TURBO-BUTTON FEATURE PRACTICALLY GUARANTEES YOU VICTORY. YOUR FRIENDS MIGHT NOT APPROVE OF YOUR DIRTY, CHEATING WAYS, BUT IF YOU'RE PLAYING AGAINST CPU OPPONENTS, THEY WON'T CARE!

The large mallet behind the players turns in the direction of the team with fewer hits. If you can't manage to turn the game around before the end of the time limit, it will squish your team flat while the other team celebrates with their reward!

UH OH! PEACH AND YOSHI HAD BETTER PICK UP THE PACE, BECAUSE THAT GIANT MALLET IS TURNING IN THEIR DIRECTION!

MARIO'S BEEN SWINGING HAMMERS SINCE DONKEY KONG. DID YOU REALLY THINK HE'D LOSE THIS ONE?

MARIO CAN-CAN

CATEGORIES
EASY, SKILL

MARIO CAN-CAN CONTROLS

BUTTON	COMMAND
A	Jump
A,A	Ground pound

In Mario Can-Can, the players on each team can perform alternating jumps or Ground Pounds on a giant can opener to pop the lid off of the can behind them. The first team to open their can wins the Mini-Game and 10 coins per teammate.

ALTERNATE GROUND POUNDS TO MOVE THE CAN OPENER QUICKLY. THE FIRST TEAM TO OPEN THEIR CAN WINS!

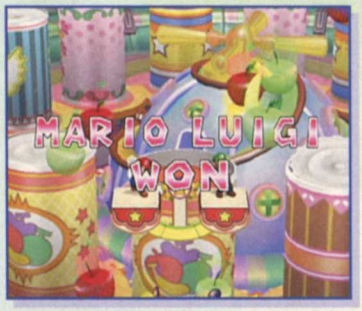
TIP

TEAMMATES CAN ALSO ALTERNATE REGULAR JUMPS, WHICH ARE MUCH QUICKER, BUT THEY DON'T MOVE THE CAN OPENER NEARLY AS FAST AS GROUND POUNDS DO. SO STICK TO GROUND POUNDING.

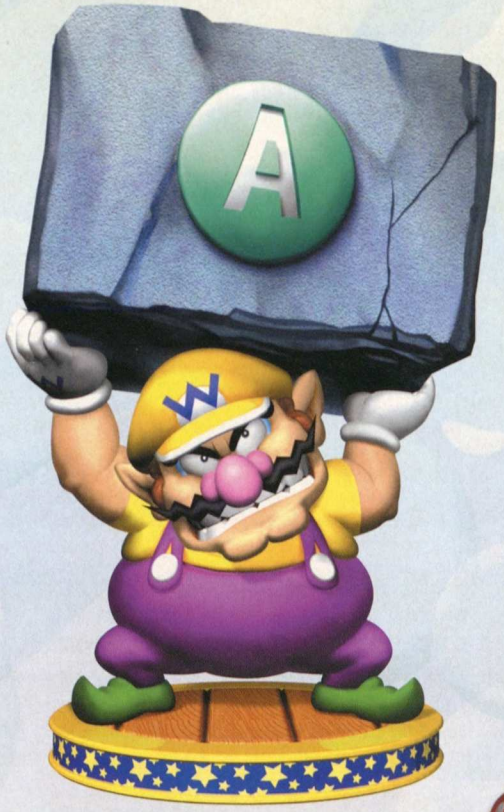
Each teammate should press the A Button to jump the instant that their side of the can opener rises to its highest position. Jump too early, and you won't get enough height. Jump too late, and you waste some time.

Try to keep up a steady rhythm. Consistency is the best strategy, and a team that sets a fast, regular pace is tough to beat. If one player messes up the rhythm, wait for them to perform their jump correctly. This will keep you from both getting thrown off and wasting more time.

GOOD, STEADY RHYTHM IS THE KEY TO AVOIDING COSTLY MISTAKES.



CAN MARIO AND LUIGI BEAT THIS MINI-GAME? YOU BET THEY CAN-CAN!



Panic Pinball

Panic Pinball
START
PRACTICE
Rules
Scroll
Control the pinball flippers with your teammate, and try to get the most points. The team with the most points wins.

CATEGORIES
EASY, GOOFY

PANIC PINBALL CONTROLS

BUTTON	COMMAND
A	Activate flipper

Note

YOUR HIGHEST PANIC PINBALL SCORE IS SAVED TO YOUR MEMORY CARD. OURS IS 8,970. WHAT'S YOURS?

Panic Pinball puts each teammate in charge of one flipper in a gigantic pinball machine. As in every other real pinball game, the objective is to keep the ball in play by using the A Button to hit it with the flippers. Rack up points by hitting the bumpers with the ball. The team with the highest score at the end of the 60-second time limit wins the Mini-Game and the 10-coin-per-player prize that comes with it!

HIT THE BALL WITH THE FLIPPERS TO RACK UP BIG POINTS!

Cheat

HAVING TWO PLAYERS CONTROLLING THE FLIPPERS IS MUCH TOUGHER THAN HAVING ONE PERSON CONTROLLING BOTH OF THEM. IF YOUR FRIENDS AREN'T TERRIBLY OBSERVANT, OR IF YOU'RE PLAYING AGAINST THE CPU, HAVE ONE PLAYER CONTROL BOTH OF THEIR TEAM'S FLIPPERS BY HOLDING BOTH CONTROLLERS!

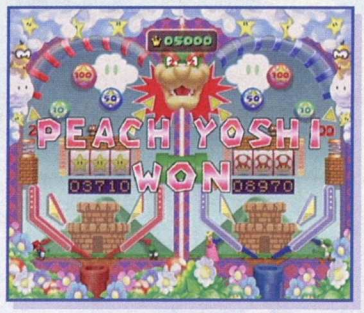
If you hit the Goomba pacing back and forth in the center of the machine with the ball (either from above or below), the roulette wheel starts spinning. If it stops on three identical pictures, you get a huge point bonus!

BUMP GOOMBA WITH THE BALL TO START THE ROULETTE WHEELS A-TURNING!

BOUNCE BALLS OFF OF BOWSER'S BEAK FOR A BEVY OF BONUS BALLS!

Knock the ball into the Bowser head in the screen's top center. Every time you hit it, the counter in its eye goes down by one. When it reaches zero, half a dozen extra balls come into play, giving you a chance to rack up big points in a short amount of time!

Finally, although you should always do your best to keep the ball from falling between the flippers, don't worry about it too much. You get an unlimited supply of balls, though the longer the ball is out of play, the fewer points you score!



PEACH AND YOSHI ARE TRUE PINBALL WIZARDS!

RUMBLE READY

Rumble Ready
START
PRACTICE
Rules
Scroll
Be the first player to react to the rumble and catch the capsule. Catch three capsules first or end with the most capsules to win.

CATEGORIES
EASY, SKILL

RUMBLE READY CONTROLS

BUTTON	COMMAND
A	Catch

Rumble Ready pits players from each team against each other in a test of reflexes. As a mobile of capsules rotates overhead, one player from each team stands under them. The first player to press the A Button when they feel their controller rumble catches the capsule. The first team to catch three capsules wins the game and a 10-coin prize for each player. Each team rotates active players each rumble.

NOTE

IF YOU DISABLED THE RUMBLE FEATURE ON YOUR CONTROLLER, AN EXCLAMATION POINT APPEARS ABOVE YOUR PLAYER'S HEAD INSTEAD OF A RUMBLE.

PRESS THE A BUTTON WHEN YOU FEEL THE RUMBLE TO CATCH THE CAPSULE FOR YOUR TEAM!

Be careful, though: If you jump the gun and press the A Button before the rumble, the capsule automatically goes to the other team! It's better to be a little slow on the draw than a little too fast; otherwise, you hand the rival team the victory!

MARIO AND LUIGI ARE THE QUICKEST CAPSULE CATCHERS AROUND!

SUBMARATHON

CATEGORIES
EASY, GOOFY

Submarathon
START
PRACTICE
Rules
Scroll
Race your submarine to the finish line. One character uses the lever, while the other one rests. Whoever finishes first wins.

SUBMARATHON CONTROLS (DRIVER)

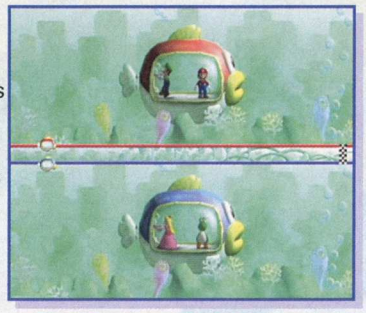
BUTTON	COMMAND
L+R (simultaneously)	Accelerate
Y	Switch places

SUBMARATHON CONTROLS (RESTING PLAYER)

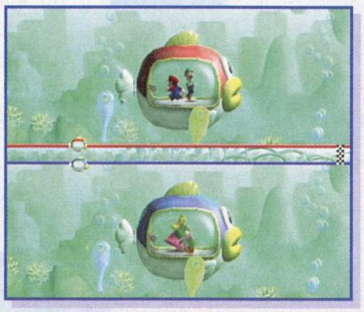
BUTTON	COMMAND
A	Blink Cheep Cheep's eyes/ move its lips

Submarathon is an underwater relay race, where the players on each team take turns pressing the L+R Buttons to move their Cheep Cheep-shaped submarine toward the finish line. The first team to reach the finish line gets 10 coins per teammate.

Only one teammate propels the sub at a time. The other one rests in the sub's bow (where they can press the A Button to blink the sub's eyes and move its lips!). If the driver's fingers start to tire, the driver can press the Y Button to switch places with the resting teammate.



CROSS THE FINISH LINE FIRST TO EARN 10 COINS FOR EACH TEAMMATE!

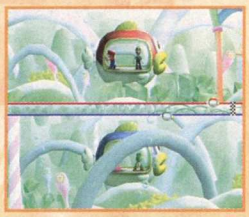


IF THE DRIVER GETS TIRED, THEY CAN SWITCH PLACES WITH THEIR TEAMMATE BY PRESSING THE Y BUTTON, BUT A TEAM THAT DOESN'T SWITCH WILL SAVE TIME!

However, a team that has a driver with fingers of steel should keep the same player in the driver's seat during the whole race. Switching places costs a second or two, and if you're up against a team that doesn't ever switch drivers, you're going to fall behind. Only switch if you really think that the fresh driver will make up that lost second!

CHEAT

ONCE AGAIN, A TURBO-BUTTON CONTROLLER PRACTICALLY GUARANTEES YOU A VICTORY IN SUBMARATHON. TURBO BUTTONS DON'T GET TIRED, AND THEY ENSURE THAT YOU SLICE THROUGH THE WATER LIKE A CHEEP CHEEP-SHAPED TORPEDO!



MARIO AND LUIGI'S FINGERS GET A HECK OF A WORKOUT, BUT WINNING IS WORTH IT!

BATTLE MINI-GAMES

ASTRO-LOGICAL

CATEGORIES
EASY, SKILL

ASTRO-LOGICAL CONTROLS

BUTTON	COMMAND
○	Move cursor
A	Confirm

Astro-Logical is a spooky Mini-Game where all four players must use their cursor to select a card that matches the design in the mystic mirror at the top of the screen. Any player that fails to find the matching card within each round's 10-second time limit is eliminated from the game. The last player left at the end of the game wins the majority of the Battle coins, and the second-place player wins the rest of them!

CHOOSE A CARD WITH THE SYMBOL THAT MATCHES THE ONE SHOWN IN THE MYSTIC MIRROR.

It takes about four seconds for the design to fully appear in the shimmering magic mirror, which leaves less than six seconds for the players to find a matching card. But don't wait for the image to fully appear—see if you can figure out what it is before it's completely revealed. If the design is circular, then move toward a card with a circular design on it. Even if you're wrong, you won't be any worse off than you are if you don't move your cursor at all.

TRY TO FIGURE OUT WHAT THE DESIGN IN THE MIRROR IS EVEN BEFORE IT FULLY APPEARS.

Whatever you do, though, don't press the A Button to confirm your choice until you're certain that you have the right card! Be sure to press the A Button after you choose your card or you lose the round. But don't worry, it's impossible to choose the wrong card.

MARIO IS THE MASTER OF THE MYSTIC ARTS!

Bill Blasters

Bill Blasters
START
PRACTICE
Rules
Scroll
Fire Bullet Bills at opponents. Your platform briefly stops when your shot is fired. The last one standing is the winner.

CATEGORIES
ACTION, GOOFY

BILL BLASTERS CONTROLS

BUTTON	COMMAND
A	Fire Bullet Bill

Bill Blasters is a Battle game where all four players are on spinning cannon platforms in the corners of the screen. The goal is to press the A Button to fire Bullet Bills at your rivals and eliminate them by knocking out their three health stars. A player must be hit by three Bullet Bills to be eliminated. The last player left wins the majority of the Battle coins, and the last player eliminated wins the rest.

BLAST YOUR BUDDIES WITH BULLET BILLS TO BOUNCE THEM OFF OF THE BOARD!

TIP

YOU MUST HIT A PLAYER WITH A BULLET BILL TO ELIMINATE THEM; IT'S NOT ENOUGH TO JUST SEND A BULLET BILL ACROSS THEIR SPINNING PLATFORM!

Once a Bullet Bill hits a player, that player's platform spins more slowly. That makes them an easier target, but it also makes it easier for them to line up their own shots.

LINE UP YOUR SHOTS CAREFULLY; YOU CAN'T AFFORD MANY MISTAKES!

After you fire a Bullet Bill, you can't fire another one until your platform makes a complete 360-degree rotation, so pick your shots carefully!

TIP

IT'S EASIER TO HIT PLAYERS DIRECTLY ABOVE, BELOW, AND TO THE SIDE OF YOU; IT'S HARDER TO HIT THE PLAYER IN THE FAR CORNER OF THE BOARD.

Focus on a single opponent and keep blasting away at them to take them out. An opponent with only one health star left can still fire the Bullet Bill that can take you out of the game!

LUIGI TAKES NO PRISONERS IN BILL BLASTERS!

LUCKY LINEUP

CATEGORIES
EASY, SKILL

LUCKY LINEUP CONTROLS

BUTTON	COMMAND
A	Stop Slot Wheels

Are you feeling lucky? Lucky Lineup is a game of chance where you pull a slot machine lever eight times (press the A Button) to stop eight spinning roulette wheels. Once all of the wheels are stopped (or the 10-second time limit expires), your score is calculated, based on the rows of symbols that you wound up with. The player with the highest point score wins the majority of the Battle coins; the second-place player wins the rest.

PULL THE SLOT MACHINE LEVER EIGHT TIMES TO STOP THE ROULETTE WHEELS AND GET YOUR SCORE. GOOD LUCK!

LUCKY LINEUP SCORING CHART

SYMBOLS	PAYOFF
A row of three 7s	50 points
A row of three cherries	10 points
A row of three shells	5 points

LUCKY LINEUP IS A GAME OF CHANCE; THERE'S NOTHING YOU CAN DO TO IMPROVE YOUR ODDS. JUST HIT THE A BUTTON EIGHT TIMES IN 10 SECONDS!

There's no strategy to Lucky Lineup. The roulette wheels spin too quickly for you to stop them precisely, so just hit the A Button eight times to stop them all and have your score calculated.

TIP

THE STAR IN THE BOARD'S CENTER IS A WILDCARD. IT AUTOMATICALLY ACTS AS THE SYMBOL YOU NEED TO COMPLETE A ROW OF THREE SYMBOLS.

YOSHI SCORES A RESPECTABLE 150 POINTS AND WINS THE MINI-GAME!

The only way you can hurt your chances in Lucky Lineup is to not pull the lever eight times. If you've still got roulette wheels spinning at the end of the 10-second time limit, you miss out on the chance to earn points for the rows containing the still-spinning wheels!

RANDOM RIDE

Random Ride
START
PRACTICE
Rules
Scroll
Select the machine you think will reach the finish line. Use the names as best as you can to predict the winner.

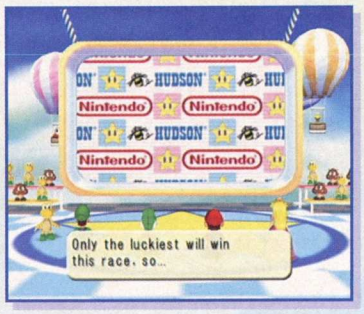
CATEGORIES
EASY, SKILL, GOOFY

RANDOM RIDE CONTROLS

BUTTON	COMMAND
◎	Move cursor
A	Confirm

Random Ride is another luck-based Battle Mini-Game in which all four players must choose a vehicle, basing their decision solely on its name. Whichever vehicle travels the farthest in the race that follows earns the lion's share of Battle coins; the second-place player gets the rest.

Each player must choose a vehicle by highlighting its name with the Control Stick and confirming their choice with the A Button. You only have five seconds to make your choice, so be quick!



CHOOSE A VEHICLE AND HOPE IT WINS THE RACE!

CHOOSE QUICKLY. IF THE TIME LIMIT EXPIRES, YOU AUTOMATICALLY CHOOSE THE HIGHLIGHTED VEHICLE, WHETHER YOU WANT IT OR NOT.

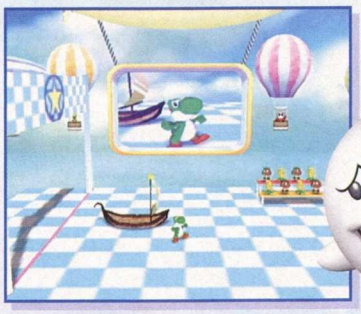
The first player to choose has the advantage of being able to pick any of the five vehicles, but they also are the first player to see the list of vehicle names. The second, third, and fourth players should take a good look at the list of vehicle names during the first player's turn; the list doesn't change.

The only strategy involved in this Mini-Game is to choose the vehicle with the most optimistic-sounding name. "Totally Terrible" is a bad choice. "Almost-Guaranteed Victory" is a good choice. Vehicles with optimistic names have a better chance of winning the race, although there is an element of chance to the race, as well.

THE OTHER PLAYERS SHOULD QUICKLY READ THE VEHICLE NAMES WHILE THE FIRST PLAYER IS MAKING THEIR DECISION.

VEHICLES WITH NEGATIVE NAMES TEND TO DO POORLY. DON'T PUT YOUR MONEY ON "NOTHING'S RIGHT."

Once you choose your vehicle, just watch the race and hope for the best. Good luck!



YOSHI PICKED A WINNER! NOW HE'S OFF TO THE DOG TRACK!

TUG-O-DORRIE

Tug-o-Dorrie
START
PRACTICE
Rules
Scroll
Pull your opponents off of their platforms by tugging on a rope. The last player remaining on his or her platform wins.

CATEGORY
ACTION, GOOFY

TUG-O-DORRIE CONTROLS

BUTTON	COMMAND
A	Pull rope

Like the name implies, Tug-o-Dorrie is a four-way game of tug-of-war, where all four players stand on platforms held in the mouths of the friendly sea monsters known as Dorries. Tap the A Button as fast as you can to pull your opponents off of their platforms and out of the game. The last player left standing gets the majority of the Battle coin pot, and the last player eliminated wins the rest of it.

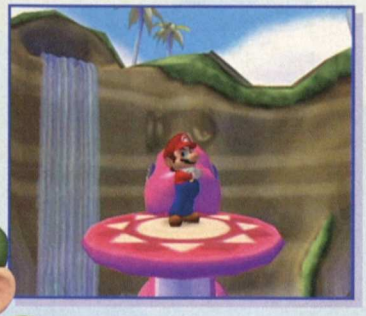
Remember that you must tap the A Button as many times as you can to win the Mini-Game, and the best way to do that is to move your finger as little as possible. Rest your fingertip on the A Button and press down just hard enough to tap it, then release it gently. Hammering away on the button will only tire you out and waste a lot of time and energy.

TAP THE A BUTTON AS FAST AND OFTEN AS YOU CAN TO PULL YOUR RIVALS OFF OF THEIR DORRIES!

IF YOU'RE NOT QUICK WITH YOUR A BUTTON FINGER, YOU'RE DROPPED INTO THE DRINK!

After a player is pulled off of a Dorrie platform, there's a brief pause in the game while the other Dorries rearrange themselves. Take this brief moment to rest your aching A Button finger, but don't be too slow to resume tapping!

TAKE A QUICK PAUSE WHILE THE DORRIES RESET THEMSELVES.



MARIO IS THE TUG-O-DORRIE KING!

CHEAT

IF YOU'RE NOT A FAN OF FAIR PLAY, A TURBO-BUTTON CONTROLLER CAN WIN THIS MINI-GAME FOR YOU IN A JIFFY!

TWIST 'N' OUT

Twist 'n' Out
START
PRACTICE
Rules
Scroll
Stay in the eye of the tornado, and don't get knocked outside. The last one standing wins.

CATEGORIES
EASY, ACTION

TWIST 'N' OUT CONTROLS

BUTTON	COMMAND
◎	Move
A	Swing hammer

Twist 'n' Out puts the Mario Party-goers right in the eye of a tornado, and if they get sucked up in its winds, they're out of this Mini-Game! The last player standing wins the majority of the Battle coins (with the rest going to the second-place player), so the competition is fierce. To top it all off, every player is equipped with a hammer, which they can swing with the A Button to send their rivals flying into the ever-contracting circle of the tornado!

The safest place to be in Twist 'n' Out is right in the middle of the tornado's eye. During the early stages of the game, even a full-force hammer hit won't send you into the tornado winds that surround you.

SMACK YOUR RIVALS WITH YOUR HAMMER TO SEND THEM INTO THE SURROUNDING CIRCLE OF TORNADO WIND!

TIP

FOR THE FIRST FEW SECONDS OF THE MINI-GAME, LET YOUR RIVALS TAKE EACH OTHER OUT WHILE YOU SIT BACK AND LAUGH.

However, everyone else wants to be in the middle too, and they probably aren't inclined to share their space. Make good use of your hammer by socking the other players into the tornado.

TIP

DON'T JUST SWING YOUR HAMMER WILDLY. YOU MIGHT WIND UP DOING A PLAYER A FAVOR BY KNOCKING THEM TOWARD THE CENTER OF THE EYE OF THE TORNADO!

After a player is hit by a hammer shot, they flash for a second or two and are immune to further hammer shots. So, back away once you hit them, or they might return the favor!

MARIO IS THE TWIST 'N' OUT CHAMP. ALL OF THE OTHER PLAYERS ARE HALFWAY TO OZ BY NOW!

DUEL MINI-GAMES

BLOWN AWAY

CATEGORY
ACTION

BLOWN AWAY CONTROLS

BUTTON	COMMAND
○	Move
A (tap)	Fire bazooka
A (hold)	Charge up bazooka (release A to fire)

Blown Away is a one-on-one Duel Mini-Game where two players face off on a fluffy white cloud. Each player is armed with a wind bazooka, which fires puffs of wind with each press of the A Button. The first player to knock their opponent off of the cloud with a well-aimed blast of wind wins the duel. If the 60-second time limit elapses and both players are still on the cloud, the duel is a draw.

USE YOUR WIND BAZOOKA TO KNOCK YOUR OPPONENT OFF OF THE CLOUD AND WIN THE MINI-GAME!

The first rule of Blown Away is: Control the center of the cloud. When you're standing in the center of the cloud, even a fully charged bazooka windblast won't knock you off.

CONTROL THE CENTER OF THE CLOUD. IT'S THE EASIEST WAY TO KEEP FROM GETTING KNOCKED OFF.

Also, after a windblast hits a player, they flash for two seconds and cannot be hit by another windblast while they're flashing. That means you can't just pepper your rival with windblasts. Instead, after hitting them with the first blast, start charging up your wind bazooka (by holding the A Button) and release the button exactly two seconds after you hit them with the first blast to send them flying!

TIP

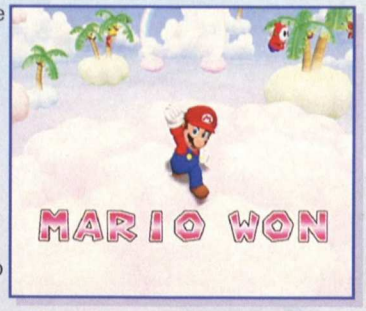
ALWAYS STAND CLOSER TO THE CENTER OF THE CLOUD THAN YOUR OPPONENT WHEN YOU FIRE AT THEM. OTHERWISE, YOU JUST WIND UP PUSHING THEM TOWARD THE CENTER OF THE CLOUD, WHICH DOESN'T HELP YOU ONE BIT!

REMEMBER TO CHARGE UP YOUR WIND BAZOOKA BY HOLDING DOWN THE A BUTTON AND RELEASING IT TO FIRE A MUCH MORE POWERFUL SHOT!

TIP

IF YOU WATCH THE SHORT INTRO TO THE MINI-GAME, YOU'LL SEE BOTH PLAYERS FIRE CHARGED WINDBLASTS DIRECTLY AT EACH OTHER. THE SHOTS HIT EACH OTHER, AND A BIG BLAST OF AIR FORMS AT THE POINT OF IMPACT. YOU CAN SHOOT YOUR OPPONENT'S WINDBLASTS DURING THE MINI-GAME AS WELL, AND IF A PLAYER IS CAUGHT IN THE BIG BLAST OF AIR, THEY GET KNOCKED FOR A LOOP!

Finally, even though the windblasts are tough to see, they don't move all that quickly. Unless your opponent is firing from point-blank range, you can dodge their shots if you're quick enough. And remember to hold down the A Button to charge up your own bazooka, even as you're dodging your opponent's shots!



MARIO IS THE LAST PLUMBER LEFT STANDING!

Bound of Music

Bound of Music
START
PRACTICE
Rules
Scroll
Jump around the cloud and try to find as many invisible blocks with a musical note on them as you can.

CATEGORIES
EASY, ACTION

BOUND OF MUSIC CONTROLS

BUTTON	COMMAND
◎	Move
Ⓐ	Jump

Bound of Music pits two players against each other on the same cloud arena seen in Blown Away. This time, their goal is to jump up and punch invisible blocks that have musical notes on them. The player who hits more of the 20 musical note blocks within the 15-second time limit is the winner! If both players hit the same number of note blocks, the Mini-Game ends in a draw.

Your success in Bound of Music depends heavily on luck. After all, you can't see the blocks, and half of the blocks are just normal brick blocks that shatter when you hit them and don't count toward your final score.

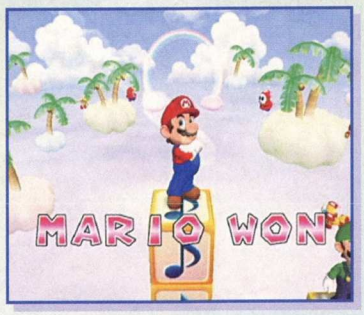
THESE BLOCKS WILL BE EVEN HARDER TO SEE ONCE THE GAME STARTS. HIT AS MANY NOTE BLOCKS AS POSSIBLE WITHIN 15 SECONDS TO WIN!

ONLY MUSICAL NOTE BLOCKS COUNT TOWARD YOUR FINAL SCORE.

However, every five seconds, the faint outline of the remaining blocks appears. Take these chances to head for areas with clusters of intact blocks and jump like a madman!

WHEN THE TRANSLUCENT OUTLINES OF THE REMAINING BLOCKS APPEAR, HUSTLE OVER TO THE LARGER CLUSTERS OF BLOCKS AND JUMP, JUMP, JUMP!

Also, quickly move around when you're looking for blocks, but after you find one, make small movements to line yourself up with the other blocks near it. Stay near the cloud's center at the beginning of the Mini-Game and move out from the center in a spiral as you go.



MARIO IS A BOUND OF MUSIC VIRTUOSO!

BUTTON MASHERS

Button Mashers
START
PRACTICE
Rules
Scroll
Don't let the blocks crush you. Repeatedly press each button shown on each block to keep from being crushed.

CATEGORY
GOOFY

BUTTON MASHERS CONTROLS

BUTTON	COMMAND
Button shown on each block (A, B, X, Y, L, or R)	Tap repeatedly & simultaneously to avoid being crushed

Button Mashers is a pure test of endurance, where both players must hold up a stack of heavy blocks, and the first one to drop them loses the duel! As blocks fall from the sky into your arms, press the buttons shown on the blocks repeatedly and simultaneously to hold them up.

The best way to tap a button effectively is to use only the force necessary (the buttons must be tapped repeatedly but not necessarily swiftly). Just rest your finger on the button and give it a little tap, then release it immediately. Stabbing the buttons with your fingers just tires you out and slows you down.

TAP ALL BUTTONS SHOWN ON ALL YOUR BLOCKS TO KEEP HOLDING THEM UP. IF YOUR OPPONENT DROPS THEIRS BEFORE YOU DO, YOU WIN!

TAP ALL OF THE BUTTONS SHOWN ON ALL OF THE BLOCKS, REPEATEDLY AND SIMULTANEOUSLY.

TIP

IF L OR R IS SHOWN ON A BLOCK, NOTE THAT YOU DON'T HAVE TO FULLY LET UP ON THESE BUTTONS AFTER PRESSING THEM. JUST PUSH THEM IN ALL THE WAY SO THAT THEY CLICK AND THEN RELEASE THEM JUST ENOUGH SO THAT THEY CLICK AGAIN!

Once the blocks start piling up, tap all of the buttons shown on all of the blocks as quickly as possible, but you must also tap them all at the same time to avoid being crushed by the blocks.

CHEAT

IF YOU'RE PLAYING AGAINST VERY FORGIVING FRIENDS (OR SOME PLAYERS THAT YOU DON'T EVER WANT TO PLAY WITH AGAIN), USING A CONTROLLER WITH A TURBO-BUTTON FEATURE IS A HUGE HELP IN BUTTON MASHERS!

MARIO KEEPS HIMSELF IN PRETTY GOOD SHAPE!

Countdown Pound

Countdown Pound
START
PRACTICE
Rules
Scroll
Do a Ground Pound to stop the timer as close to 0:00 as you can. Whoever stops the timer closest to 0:00 wins.

CATEGORIES
EASY, SKILL

COUNTDOWN POUND CONTROLS

BUTTON	COMMAND
A	Jump
A,A	Ground pound

Countdown Pound is a simple game of chicken between you and your rival. You're both standing on giant balloon-inflating machines, each of which has a 10-second timer on it. Your goal is to stop the timer by performing a Ground Pound before the timer reaches 0:00 but also have less time remaining on the timer than your opponent does. Whoever cuts it closest without getting blown up wins! If both players somehow manage to stop their timers at the exact same time, the game is a draw and no one wins.

If there's more than one second left on the clock, don't Ground Pound before your opponent does. If you Ground Pound early, your opponent just has to perform their Ground Pound a split-second after yours to win the Mini-Game.

GROUND POUND TO STOP YOUR TIMER AFTER YOUR RIVAL DOES BUT BEFORE THE TIMER REACHES 0:00.

DON'T GROUND POUND UNTIL YOUR OPPONENT DOES, UNLESS THERE'S LESS THAN A SECOND ON THE TIMER!

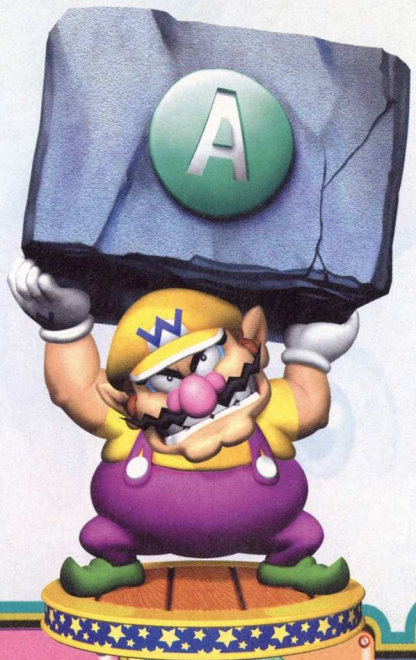
However, if the timer has one second or less remaining on it, jump and Ground Pound! It takes almost a full second to perform even a short Ground Pound, so plan accordingly.

TIP

PERFORM YOUR GROUND POUND FROM THE HIGHEST POINT OF YOUR JUMP. IF YOUR OPPONENT JUMPS AT THE SAME TIME (OR EVEN A SPLIT-SECOND LATER), THEY MIGHT DO THEIR GROUND POUND FROM A SHORTER HEIGHT, MAKING THEM LAND BEFORE YOU DO, COSTING THEM THE VICTORY.

Finally, try faking out your opponent by jumping (A) but not pressing the A Button again for the Ground Pound. If you sucker them into Ground Pounding with this method, perform your own Ground Pound before your timer reaches 0:00!

MARIO MASTERED THE SPLIT-SECOND TIMING OF COUNTDOWN POUND!



GET A ROPE

CATEGORIES
EASY, GOOFY

GET A ROPE CONTROLS

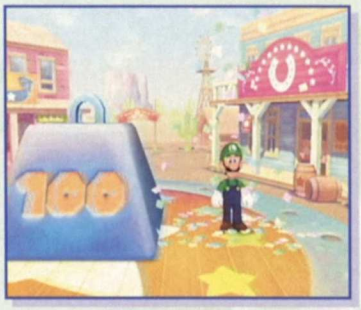
BUTTON	COMMAND
○	Select rope
A	Confirm choice

There's no strategy involved in Get a Rope. You and your rival must choose between three hanging ropes. Once you've both made your choices, you pull on them simultaneously, and whoever has the better result wins the duel!

There are three possible outcomes in Get a Rope. From best to worst, they are: confetti, absolutely nothing, and a giant weight that crushes you! There's no way to tell which one you're going to wind up with, so it doesn't matter which rope you pull.

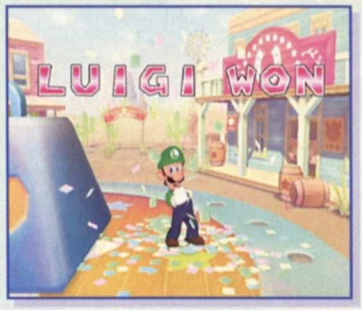
PICK A ROPE, ANY ROPE. THE RESULTS ARE COMPLETELY RANDOM, SO IT DOESN'T MATTER WHICH ONE!

MARIO GETS CONFETTI, LUIGI GETS NOTHING. MARIO WINS!



LUIGI GETS CONFETTI, MARIO GETS A 100-TON WEIGHT. LUIGI WINS!

Also, although each player has a 10-second time limit to pull the rope, this is mainly to speed the game along. You don't have the option of not pulling a rope. If you don't choose a rope before the timer expires (by selecting it with the Control Stick and confirming with the A Button), the computer automatically makes your choice for you. So you don't really need to do anything at all in this Mini-Game, and you could still win the duel!



LUIGI'S VICTORY WAS PURE LUCK, BUT HE'LL SAVOR IT ANYWAY!

Head Waiter

Head Waiter
START
PRACTICE
Rules
Scroll
Pass the Mini-Bowser bomb back and forth until it explodes. Try not to be the one holding it when it goes off.

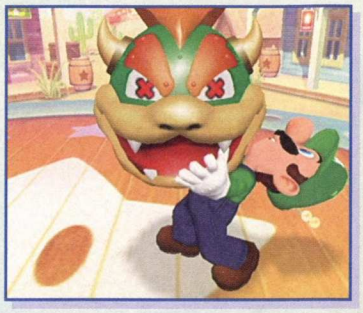
CATEGORIES
EASY, SKILL

HEAD WAITER CONTROLS

BUTTON	COMMAND
A	Decrease counter by 1 and toss bomb
B	Decrease counter by 2 and toss bomb

Head Waiter is a variation on the classic game of hot potato, where two players toss a Mini-Bowser bomb back and forth. Before each toss, each player can decide to lower the bomb's counter by one point or two. The player holding the bomb when the counter reaches zero loses the duel!

TOSS THE MINI-BOWSER BOMB BACK AND FORTH, LOWERING THE COUNTER AS YOU GO. IF YOU'RE HOLDING IT WHEN IT HITS ZERO, YOU LOSE!



HOLD THE BOMB WHEN THE TIMER HITS ZERO, AND YOU'RE IN FOR A NASTY SURPRISE!

TIP

ONCE THE COUNTER DISAPPEARS, KEEP A MENTAL TALLY OF WHAT THE COUNTER COULD READ. FOR EXAMPLE, IF YOU CAUGHT THE BOMB WHEN THE COUNTER WAS AT 6 AND YOU PRESSED THE B BUTTON, YOU KNOW THAT THE COUNTER IS NOW AT 4, EVEN THOUGH IT HAS DISAPPEARED. WHEN YOU GET THE BOMB BACK, IT'S EITHER AT 2 OR 3.

CHEAT

IF YOUR RIVAL IS SILLY ENOUGH TO LET YOU SEE WHICH BUTTONS THEY'RE PRESSING, REMEMBER THEM AND MENTALLY CALCULATE THE MINI-BOWSER BOMB'S TIMER!

TIP

YOU HAVE ONLY FIVE SECONDS TO DECIDE IF YOU WANT TO PRESS THE A OR B BUTTON. IF YOU DON'T PRESS EITHER BUTTON BEFORE THE FIVE SECONDS EXPIRE, YOU LOSE!

For the first half of the Mini-Game, there's no challenge, because the Mini-Bowser bomb's counter is displayed in its eyes. However, once the counter reaches 5 or lower, it disappears, forcing the players to guess its location.

If everyone's playing fair and neither player knows what the other player is pressing, the game is unpredictable. You can either make a bold move and press the B Button on the invisible counter, or you can play it safe and press the A Button. The first method is riskier, but it puts your opponent in a tough situation if it doesn't blow you up. The second method is safer in the short run, but you could wind up paying for it in the next couple of moves.

MARIO IS THE MUSHROOM KINGDOM'S ONE-MAN BOMB SQUAD!

MERRY POPPINGS

CATEGORIES
EASY, GOOFY

MERRY POPPINGS CONTROLS

BUTTON	COMMAND
A+B	Shoot blowgun

In this duel, each player is armed with a blow gun and floats high above the ground with 30 balloons. To win Merry Poppings, you must bust all 30 of your opponent's balloons by shooting your blowgun 30 times (A+B).

Tapping two buttons simultaneously as fast as you can is trickier than just tapping a single button repeatedly, but the method is the same. Rest your fingers on the A and B Buttons, don't push in on them any harder than necessary, and don't lift your fingers off the button any farther than you must. Don't waste any motion, because in a high-speed duel like this, victory is determined by tenths of a second!

BUST YOUR OPPONENT'S BALLOONS BY TAPPING THE A & B BUTTONS 30 TIMES!

IF YOU CAN POP ALL OF YOUR RIVAL'S BALLOONS BEFORE HE GETS ALL OF YOURS, YOU WIN!

CHEAT

IN A PERFECT WORLD, NO ONE WOULD USE A TURBO-BUTTON CONTROLLER TO SHOOT BLOWGUN DARTS AT MACHINE-GUN SPEEDS TO BURST THEIR OPPONENT'S BALLOONS. BUT THIS ISN'T A PERFECT WORLD, SO IF YOU CAN GET AWAY WITH IT AND STILL BE ABLE TO LOOK YOURSELF IN THE MIRROR, GO FOR IT!

MARIO'S SIBLING RIVALRY GOT THE BETTER OF HIM. HOPE LUIGI HAD A SOFT LANDING!

Piece Out

Piece Out
START
PRACTICE
Rules
Scroll
Completely fill in the space by taking pieces from the conveyor belt and placing them onto the field.

CATEGORY
SKILL

PIECE OUT CONTROLS

BUTTON	COMMAND
◎	Move cursor
A	Pick up/drop piece
L	Rotate piece left
R	Rotate piece right

NOTE

IF YOU SELECT PIECE OUT FROM THE FREE PLAY MINI-GAME MODE, YOU CAN CHOOSE TO PLAY IT WITH A ONE-, THREE-, OR FIVE-MINUTE TIME LIMIT, AND EACH HAS ITS OWN HIGH SCORE. OUR BEST ONE-MINUTE SCORE IS 10,842—CAN YOU DO BETTER?

In Party Mode and Story Mode, Piece Out pits you against an opponent with 60 seconds on the clock. You must pluck puzzle pieces as they come by on a conveyor belt and place them in your 5x7 block grid. The player with the most points at the end of the time limit wins the duel!

FILL THE GRID WITH PUZZLE PIECES TO SCORE POINTS; WHOEVER HAS THE MOST POINTS AT THE END OF THE TIME LIMIT WINS!

The best way to rack up points is to completely fill all 35 spaces of your 5x7 grid with puzzle pieces. You get points for placing pieces on the grid, but you get a lot more points with the full-grid bonus. After you fill the whole grid, all of the blocks in it disappear, and you can get back to filling it up again.

TIP

START WITH LARGER BLOCKS (2X2, 2X3, ETC.) AND WORK DOWN TOWARD THE SMALLER BLOCKS. LARGER BLOCKS FILL UP YOUR GRID FASTER, WHICH LETS YOU EARN A LOT OF BONUS POINTS.

Another way to earn points is to place blocks of the same color on your grid. While this can net you some nice bonuses, don't be too picky when placing blocks or you may chew through your time limit with no points to show for your efforts.

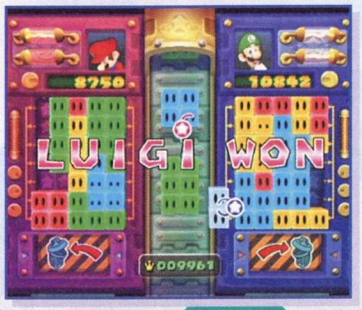
TIP

AVOID LEAVING HOLES IN YOUR GRID THAT CAN ONLY BE FILLED BY SPECIFIC BLOCKS. OBVIOUSLY, WHEN YOUR GRID IS ALMOST FULL, YOU MUST FIND THAT ONE LAST BLOCK TO FINISH IT, BUT UNTIL THAT POINT, KEEP IT AS OPEN AS POSSIBLE, AND MAKE SURE THAT ALL OF YOUR EMPTY SPACES ADJOIN.

Finally, if you pick up a piece that you can't use, drag it over to the trash icon at the bottom of your grid and press the A Button to dispose of it. However, a good player never has to use this. Be sure that you can use a piece before you pick it up; it's worth spending a second to think out a move rather than waste five seconds trashing a block you don't need.

TIP

THE L AND R BUTTONS HAVE DIFFERENT FUNCTIONS (ROTATE LEFT AND ROTATE RIGHT), BUT THE BLOCKS ONLY HAVE TWO ORIENTATIONS, SO PRESSING EITHER SHOULDER BUTTON ACHIEVES THE EXACT SAME EFFECT.



LUIGI ROCKED THOSE BLOCKS!

POUND PERIL

Pound Peril
START
PRACTICE
Rules
Scroll
Find the one switch of the twelve that will not inflict any harm. The other eleven are hidden surprises of pain and misery.

CATEGORIES
EASY, ACTION

POUND PERIL CONTROLS

BUTTON	COMMAND
○	Move
Ⓐ	Jump
Ⓑ	Punch
Ⓐ,Ⓐ	Ground pound
Ⓐ,Ⓑ	Jumping kick

Both Pound Peril players start their duel in a circular arena with 12 round switches around the its outside. To activate a switch, Ground Pound on top of it. Eleven of the switches trigger nasty events, such as electric shocks, giant springs, or showers of inky goo. The remaining switch ends the game, and the player who finds the end-game switch is the winner! If neither player activates the "safe" switch by the end of the 60-second time limit, the game is a draw.

Although the placement of the "safe" switch is completely random, you can do a few things to improve your odds. First of all, you can punch your opponent with the B Button or Ground Pound them to slow them down a bit. Don't go out of your way to attack your opponent, but if you're both heading in the same direction, go for it!

GROUND POUND ONTO THE ONE "SAFE" SWITCH AMONG THE 11 PERILOUS ONES TO WIN POUND PERIL!

USE A,A, A,B, OR B TO ROUGH UP YOUR OPPONENT IF IT'S CONVENIENT TO DO SO.

Also, remember which switches have been activated, both by you and your opponent. The best way to do this is to start at one end switch and work around the arena one switch at a time. That way, you'll always know which switches you've hit, so you can pay attention to the switches that your opponent hits.

LUIGI'S A LUCKY GUY—HE FOUND THE "SAFE" SWITCH AND WON THE MINI-GAME!

PUMP 'N' JUMP

Pump 'n' Jump
START
PRACTICE
Rules
Scroll
Build up the most pressure in the platform to jump the highest. Whoever jumps the highest wins.

CATEGORIES
EASY, GOOFY

PUMP 'N' JUMP CONTROLS

BUTTON	COMMAND
A	Build pressure

NOTE

PUMP 'N' JUMP SAVES YOUR HIGHEST SCORE. OURS IS A MIND-BLOWING 615 YARDS! THINK YOU CAN BEAT IT?

Pump 'n' Jump is another one of those tap-the-button-as-fast-as-you-can Mini-Games. You and your rival are on platforms that you must pressurize by hitting the A Button as fast and as often as possible within the 10-second time limit. At the end of the time limit, both of you launch into the sky, and the player who tapped the A Button more times flies higher into the air and wins the duel.

The only strategy we have to offer for this Mini-Game is the usual tip on how to repeatedly press a button quickly: Don't lift your finger off of the button, don't press any harder than you need to, and don't waste any motion. Mashing down on the A Button might make you feel as if you're pressing it really, really quickly, but you're actually wasting precious tenths of a second every time your finger leaves the button or pushes it too hard.

TAP THE A BUTTON AS MANY TIMES AS YOU CAN IN 10 SECONDS TO OUT-JUMP YOUR RIVAL AND WIN THE DUEL!

TIP

THE HEIGHT OF THE PLATFORM THAT YOU'RE STANDING ON TELLS YOU HOW YOU'RE DOING. THE LOWER THE PLATFORM, THE MORE PRESSURE YOU'VE BUILT UP.

AT THE END OF THE 10-SECOND TIME LIMIT, YOU BOTH GO FLYING INTO THE AIR; HOW HIGH DEPENDS ON HOW MANY TIMES YOU PRESSED THE A BUTTON.

CHEAT

YOU SHOULD KNOW BY NOW THAT A TURBO-BUTTON CONTROLLER WILL GIVE YOU THE EDGE YOU NEED TO SOAR HIGHER THAN YOUR OPPONENT IN PUMP 'N' JUMP. OF COURSE, IF YOUR OPPONENT IS A FRIEND, THEY MIGHT NOT BE ONE FOR MUCH LONGER IF YOU PULL THIS CHEAT ON THEM!

WE KNEW THAT MARIO COULD JUMP, BUT THIS IS RIDICULOUS!

Shock Absorbers

Shock Absorbers
START
PRACTICE
Rules
Scroll
Avoid the Amps, and don't let yourself get shocked by the electricity flowing between them. Whoever lasts the longest wins.

CATEGORIES
EASY, ACTION

SHOCK ABSORBERS CONTROLS

BUTTON	COMMAND
○	Move

Get ready for the most electrifying Mini-Game in *Mario Party 5*! Shock Absorbers puts two players in a round arena with dozens of electrified Amps. Eight of the Amps create an electric barrier around the arena, and the rest bounce around inside of the barrier. The player who survives longest without getting shocked by an Amp wins the duel! If both players make it to the end of the 60-second time limit, the game ends in a draw.

There are three ways you can be eliminated: 1) run into the Amp barrier around the arena's perimeter; 2) run into an Amp in the arena; or 3) get caught in a blast of electricity flowing between two Amps. Amps that are about to emit an electric shock start to spark, and the shock travels in a straight line between the sparking Amps.

AVOID THE AMPS' ELECTRICITY LONGER THAN YOUR OPPONENT TO WIN THE DUEL!

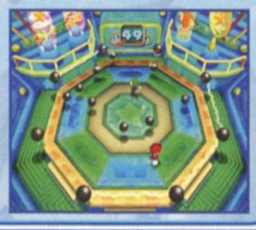
TIP

STAY AWAY FROM SPARKING AMPS, AND QUICKLY LOOK TO SEE WHICH OTHER AMPS ARE SPARKING SO THAT YOU DON'T WIND UP IN THE PATH OF THEIR ELECTRICITY!

To avoid the bouncing Amps in the center of the arena, keep an eye on the entire arena and try to predict where the Amps are going to be—then avoid those areas!

TIP

YOU DON'T ALWAYS HAVE TO BE MOVING. SOMETIMES YOU'RE MUCH BETTER OFF STAYING PUT!



MARIO'S AMP-AVOIDING SKILLS ARE SECOND TO NONE!

Avoid trying to sabotage your opponent, too. You don't have any offensive moves in Shock Absorbers, so just do your best to keep yourself from getting shocked. If your reflexes are sharp, your opponent will fry before you do!

SHY GUY SHOWDOWN

Shy Guy Showdown
START
PRACTICE
Rules
Scroll
Press the button on the sign that the Shy Guy holds up. Whoever presses the correct button first wins.

CATEGORIES
EASY, SKILL

SHY GUY SHOWDOWN CONTROLS

BUTTON	COMMAND
Button shown on Shy Guy's sign	Draw paint gun

Shy Guy Showdown is a tense test of reflexes where both players must wait for the Shy Guy between them to hold up a sign. As soon as the Shy Guy holds up the sign, the first player to press the button shown on the sign draws and fires their paint gun and wins the duel!

BE THE FIRST PLAYER TO PRESS THE BUTTON SHOWN ON THE SHY GUY'S SIGN, AND YOU WIN THE DUEL!

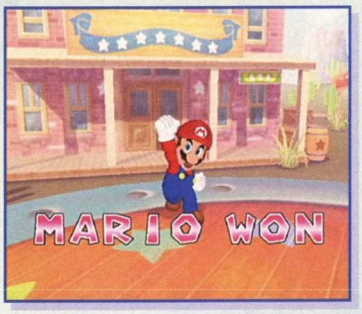
TIP

THE ONLY BUTTONS THAT EVER APPEAR ON THE SHY GUY'S SIGN ARE A, B, X, Y, L AND R.

Be careful, though: Sometimes the Shy Guy will hold up a blank sign or a sign that has non-button-related symbols on it. Don't be fooled into pressing a button by mistake!

DON'T BE FOOLED BY A FAKE SIGN!

If you press the wrong button, or if you press a button when the Shy Guy isn't holding up a sign, your paint gun backfires, and you lose the duel. While you need to be quick on the draw, don't be too hasty!



MARIO HAS THE FASTEST PAINT GUN IN THE WEST!

Sky Survivor

CATEGORY
SKILL

SKY SURVIVOR CONTROLS

BUTTON	COMMAND
○	Move

The name of this Mini-Game should give you a pretty good idea of what you must do to win it. Each player is strapped into a flying machine and sent along a course filled with floating obstacles. If you hit five obstacles, you crash and burn and lose the duel. Your health points are represented by a heart next to your player portrait in the corner of the screen.

BECOME THE SKY SURVIVOR BY AVOIDING THE OBSTACLES ON THE AERIAL COURSE!

To outlast your opponent, look as far into the distance as possible to see where the upcoming obstacles appear. Use the circles of the track to gauge where you must be to avoid the obstacles.

LOOK INTO THE DISTANCE TO SEE THE UPCOMING OBSTACLES AND PREPARE TO AVOID THEM.

Try to stay out of the screen's center. If you stay there, you completely obscure your long-distance view of the upcoming obstacles.

DON'T FLY THROUGH THE SCREEN'S CENTER; YOU WON'T BE ABLE TO SEE UPCOMING DANGERS IF YOU DO.

The extreme edges of the screen are safer, with fewer obstacles and a better view of the course. The bottom edge is the safest.

DON'T STAY AT THE COURSE'S EDGE EITHER. YOU WANT FREEDOM TO MOVE IN ANY DIRECTION.

A large part of this Mini-Game is shoving opponents into obstacles with sideswipes.

TIP

THE CONTROL STICK HAS AN INVERTED Y-AXIS, LIKE AN AIRPLANE'S CONTROLS, SO PUSH ↑ TO DIVE AND PUSH ↓ TO CLIMB.

MARIO IS THE MUSHROOM KINGDOM'S FLYING ACE!

WHOMP MAZE

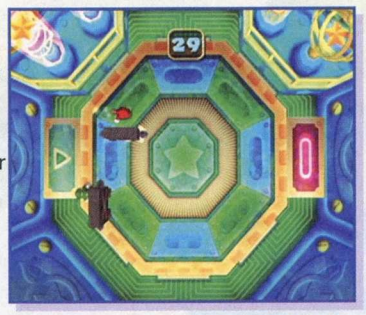
CATEGORY
ACTION

WHOMP MAZE CONTROLS

BUTTON	COMMAND
◎	Move

In Whomp Maze, you and your opponent start at the left end of an octagonal arena. The goal is to be the first to make it to the pulsing red finish line at the right side. However, between you and the finish line is a maze of Whomps lying under the arena floor. If you get close to a hidden Whomp, it springs out of the ground. If neither one of you reaches the finish line before the 30-second time limit is up, the Mini-Game ends in a draw.

Move carefully through Whomp Maze. If you run into a Whomp, you're stunned for a second, which gives your opponent a chance to catch up or pull ahead. Barely tip the Control Stick in the desired direction, as that will move you at a walk, rather than a run.



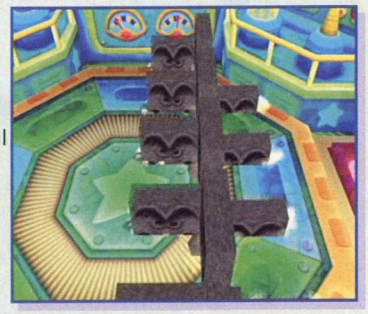
BE THE FIRST PLAYER TO REACH THE RED FINISH LINE BEFORE TIME EXPIRES TO WIN THE DUEL!

MOVE QUICKLY BUT CAUTIOUSLY THROUGH THE MAZE, AND AVOID BEING STUNNED BY RUNNING INTO A WHOMP.

TIP

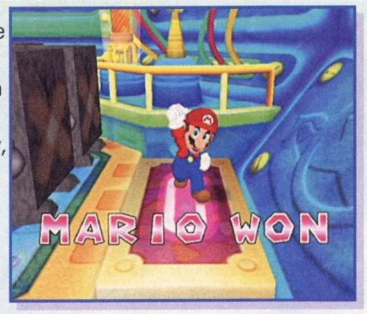
ALWAYS MOVE TOWARD THE FINISH LINE. UNLESS YOU'RE BACKTRACKING FROM A DEAD END, NEVER MOVE LEFT.

Also, pay attention to the intro sequence that shows all of the potential Whomp hiding places. As you approach a spot where a Whomp might be, move carefully so as not to run into it if it pops up.



THE INTRO SEQUENCE SHOWS ALL OF THE POSSIBLE PLACES THAT WHOMPS COULD BE HIDING. REMEMBER THEM!

If you're approaching the finish line and you're neck-and-neck with your opponent, throw caution to the wind and bolt for the finish. If you're lucky, you make it there without any trouble. If you're not, you might actually show your opponent the way to reach it safely, so only try this if the race is really coming down to the wire!



MARIO MANEUVERED THROUGH THE MAZE MAGNIFICENTLY!

WIND WAVERS

CATEGORIES
EASY, GOOFY

WIND WAVERS CONTROLS

BUTTON	COMMAND
L,R (alternating)	Wave fan

Both contestants are standing on clouds, and the tornado known as Tweester is right on your tails! Alternate between pressing the L and R Buttons to keep your distance from Tweester! The first player to get sucked into Tweester loses the duel.

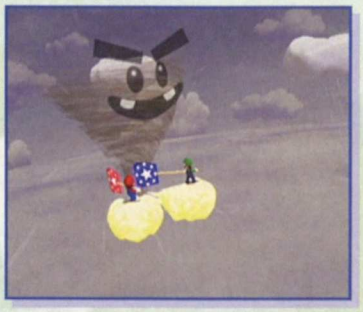
The key to escaping Tweester's suction is to press L, R, L, R, etc., quickly but in an alternating rhythm. If you press both buttons at the same time, you lose ground, no matter how fast your fingers are flying.

WAVE THOSE FANS WITH L,R TO ESCAPE TWEESTER'S LETHAL SUCTION!

CHEAT

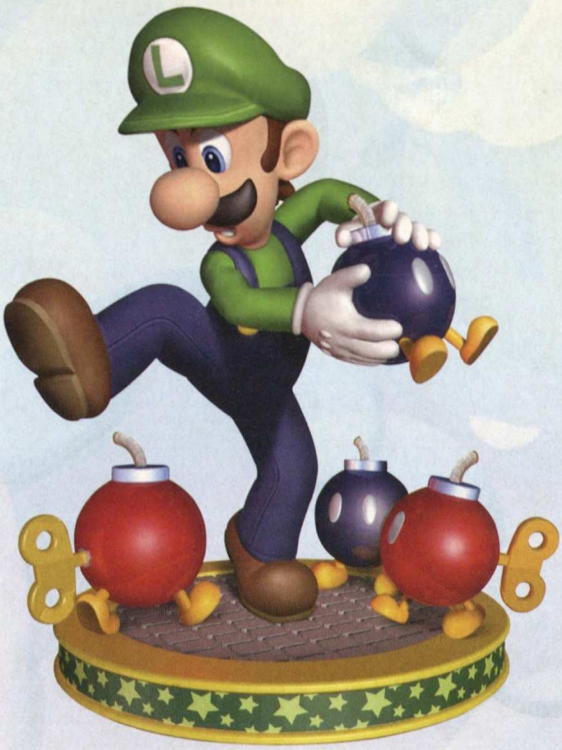
SOME TURBO-BUTTON CONTROLLERS ARE HELPFUL IN THIS MINI-GAME, WHILE OTHERS AREN'T. IF YOU HAVE TURBO ON TWO DIFFERENT BUTTONS, AND HAVE THE TURBO ON EACH BUTTON ALTERNATE, YOU ZOOM AWAY FROM TWEESTER WITHOUT BREAKING A SWEAT. HOWEVER, IF YOUR CONTROLLER CAN ONLY PRESS L+R TOGETHER AT TURBO SPEED, YOU'RE GOING TO FIND THAT YOUR CHEATING WAYS DO YOU IN!

Tweester's suction grows increasingly more powerful as the duel goes on, so as your fingers are getting tired, you actually have to work them harder. Don't burn yourself out at the beginning of the Mini-Game, because it's all uphill from there!



TWEESTER BECOMES HARDER AND HARDER TO ESCAPE AS THE MINI-GAME CONTINUES.

WHEW! LUIGI MADE IT OUT OF TWEESTER'S TERRIFYING TURBULENCE JUST IN TIME!



BOWSER MINI-GAMES

CAGE-IN COOKIN'

Cage-in Cookin'
START
PRACTICE
Rules
Scroll
Press the buttons as they appear on the cage to escape. Get out of your cage before Bowser cooks you.

CAGE-IN COOKIN' CONTROLS

BUTTON	COMMAND
Button shown on the cage	Open cage

Bowser's having a barbeque, and you're invited. Unfortunately, you're the main course! All four players are locked in cages as Bowser advances toward you. Quickly and accurately press the buttons that appear on the cage door to open the cage and escape before Bowser fries the cages with his fiery breath. Anyone who manages to escape being roasted wins the Mini-Game. Any one who doesn't . . . doesn't!

PRESS THE BUTTONS SHOWN ON THE CAGE DOOR TO ESCAPE!

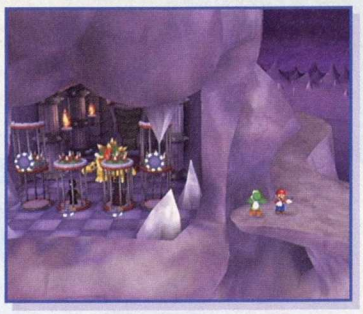
TIP

THE ONLY BUTTONS THAT APPEAR ON THE CAGE DOORS ARE A, B, X, Y, L, AND R.

Speed is important when trying to get the cage open, but accuracy is even more important. If you press the wrong button, you lose valuable time. Even one mistake makes it almost impossible to escape in time. Making more than one mistake seals your fate.

You must press eight correct buttons inside of seven seconds to open your cage and escape. See how far you've got left to go by looking at the lights around the cage door lock. When all eight are lit up, you're free!

PRESSING EVEN ONE WRONG BUTTON ALMOST GUARANTEES THAT YOU'RE GOING TO BE ROASTED.



MARIO AND YOSHI MADE IT OUT. PEACH AND LUIGI ARE EXTRA CRISPY!

RAIN OF FIRE

RAIN OF FIRE CONTROLS

BUTTON	COMMAND
○	Move

Bowser's setting off fireworks, but, being Bowser, he's purchased the brand that makes life miserable for everyone! All four players must dodge the burning embers given off by Bowser's fireworks. Anyone who manages to keep from getting torched by the end of the Mini-Game wins!

Every ember casts a shadow, which gets larger as the ember gets closer to the ground. As soon as you see the shadows appear, run for a section of the floor that doesn't have any shadows appearing on it.

DODGE THE BURNING BITS OF BOWSER'S FIREWORKS TO WIN THIS MINI-GAME.

There are only two waves of embers, so if you make it past both of them, you win!

Whatever you do, don't run around like a maniac. You're almost guaranteed to run into a burning ember if you do. Instead, make quick, careful, and precise movements to safe spots and wait until the embers fall around you.

MAKE IT PAST BOTH WAVES OF EMBERS TO BEAT BOWSER AT HIS OWN GAME!

MARIO AVOIDED GETTING ROASTED BY KEEPING A COOL HEAD!

TIP

SAFE SPACES ARE FEW AND FAR BETWEEN, AND THEY'RE USUALLY PRETTY NARROW, SO BE THE FIRST PLAYER TO REACH ONE, OR YOU MIGHT NOT MAKE IT!

SCALDIN' CAULDRON

Scaldin' Cauldron
START
PRACTICE
Rules
Scroll
Select one of the three cauldrons to hide in. If Bowser breathes on the cauldron you're in, you lose.

SCALDIN' CAULDRON CONTROLS

BUTTON	COMMAND
A,B, or X	Select Cauldron

The Mario Party-goers are on the run from Bowser, and they manage to lock themselves in a room with three cauldrons. Bowser's beating down the door, though, and the players only have five seconds to choose which cauldron to hide in by pressing the button on the cauldron (A, B, or X). When Bowser enters the room, he torches two of the three cauldrons. Any player in the third, unfired cauldron escapes and wins the Mini-Game.

PICK THE CAULDRON THAT YOU THINK BOWSER WON'T TORCH. IF YOU'RE RIGHT, YOU WIN!

TIP

IF YOU MUST CHOOSE ONE OF THE THREE CAULDRONS. IF YOU DON'T, THE COMPUTER AUTOMATICALLY PLACES YOU IN ONE OF THEM WHEN THE TIMER EXPIRES.

You've only got a 1-in-3 chance of making it out of Scaldin' Cauldrons as a winner, and there's nothing you can do to improve or worsen those odds.

If all three players hide in different cauldrons, at least one of the players is guaranteed to escape without losing. However, *Mario Party 5* is a competition, so we recommend that you jump into the cauldron with your closest rival. That way, if you both get singed, you both lose in the same way, but if you win, your rival doesn't pull ahead of you.

TIP

IF PLAYING A TEAM MATCH PARTY MODE GAME, IMPROVE YOUR TEAM'S ODDS BY HIDING IN SEPARATE CAULDRONS!

PEACH AND YOSHI MADE IT OUT OF THE SCALDIN' CAULDRONS!

DK MINI-GAMES

Banana Punch

BANANA PUNCH CONTROLS

BUTTON	COMMAND
○	Move
B	Punch (break barrel; stun other players)

Donkey Kong's having a barrel-smashing party, and all four players are invited! Smash open the barrels by punching them with the B Button. You get to keep the bananas inside of each barrel, and each banana you find is worth coins from DK! Everyone's a winner in a Mini-Game like this!

Single bananas are worth only one banana each, but bunches of bananas are worth five bananas. Unfortunately, you can't tell what the barrels hold, so your best bet is to just smash as many barrels as you can!

SMASH THE BARRELS FOR BANANAS, WHICH DK WILL CONVERT INTO COINS!

EVERYONE GETS TO KEEP ALL OF THE COINS THEY EARN IN THIS MINI-GAME.

From the start of the Mini-Game, smash your way directly toward a rival and get some of the bananas in the barrels close to them before doubling back and getting the ones near your starting position.

The number of coins you get per banana is determined by the banana roulette wheel spun before the start of the Mini-Game. You can win up to three coins per banana, making this a potentially profitable punching party!

HEAD TOWARD A RIVAL TO GET THE BARRELS CLOSE TO THEM, AND THEN DOUBLE BACK TO GET THE BARRELS NEAR YOUR OWN STARTING POSITION.

DK DOESN'T LIKE TO SEE ANYONE GO HOME EMPTY HANDED!

Da Vine Climb

DA VINE CLIMB CONTROLS

BUTTON	COMMAND
A (hold)	Climb
B (hold)	Descend
L	Move left
R	Move right

Da Vine Climb is reminiscent of DK's second video game adventure, *Donkey Kong Junior*. In this Mini-Game, you must climb pairs of vines to snag as many bananas as you can within the 10-second time limit. DK converts the bananas into coins at the end of the Mini-Game. Every player gets to keep the coins they collect in this game, so there are no losers!

Bunches of bananas are worth five bananas, so always pick them up. Hold down the A Button to get ahead of your opponents, and use the L and R Buttons to cut across vines.

PLUCK THE BANANAS OFF OF THE VINES FOR COINS.

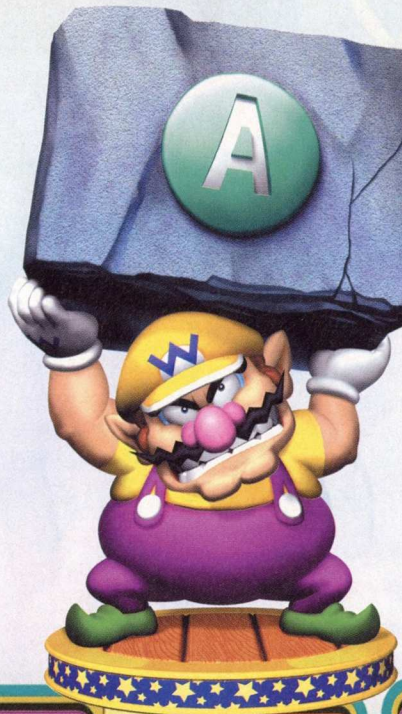
CUT AHEAD OF YOUR OPPONENTS TO GET THE BANANAS ABOVE THEM, ESPECIALLY THE BUNCHES OF FIVE BANANAS!

Watch out for the spiders on the vines. Touching a spider slows you down and wastes valuable banana-collecting time!

LOOK OUT FOR THE SPIDERS! TOUCHING A SPIDER SLOWS YOU DOWN AND KEEPS YOU FROM COLLECTING BANANAS!

The number of coins you get per banana is determined by the banana roulette wheel spun before the start of the Mini-Game. You can win up to three coins per banana, so snag those fruits!

DONKEY KONG AWARDS COINS TO ANYONE WHO PICKS UP EVEN A SINGLE BANANA. WHAT A GUY!



MASS A-PEEL

MASS A-PEEL CONTROLS

BUTTON	COMMAND
○	Move

All four players appear in an arena littered with bananas and banana peels. Pick up the bananas while avoiding the peels, and you earn coins a-plenty from DK!

PICK UP AS MANY BANANAS AS YOU CAN WITHIN THE TIME LIMIT, BUT AVOID THE PEELS!

This Mini-Game is a competition against the other three players, but speed isn't the essential skill; control is. Tilt the Control Stick gently to walk between banana peels while picking up bananas. Stepping on a banana peel causes you to slip, and since you have only 10 seconds to grab as many bananas as you can, you can't afford any delays!

WALK CAREFULLY AROUND THE BANANA PEELS. CONTROL IS THE KEY!

As in the other two DK Mini-Games, individual bananas are worth one banana, but bunches of bananas are worth five bananas. Go straight for the bunches, because they give you the biggest payoff at the end of the Mini-Game.

GO FOR THE BUNCHES OF BANANAS; THEY'RE WORTH FIVE BANANAS EACH!

DK awards coins for each banana collected by the players. The number of coins he gives per banana is determined by the roll of the banana roulette wheel at the start of the Mini-Game. You can earn up to three coins per banana, which are yours to keep, so get in there and grab some!

WHERE DOES DK GET ALL OF THESE COINS, ANYWAY? AS LONG AS HE'S BEING THIS GENEROUS WITH THEM, NO ONE'S GOING TO ASK!

STORY MINI-GAME

FRIGHTMARE

NOTE

FRIGHTMARE APPEARS AT THE END OF THE STORY MODE GAME, AFTER YOU SUCCESSFULLY DEFEAT THE KOOPA KIDS IN THE FIVE PREVIOUS ROUNDS. BEATING BOWSER IN FRIGHTMARE COMPLETES THE STORY MODE, AND FRIGHTMARE IS UNLOCKED IN THE FREE PLAY MINI-GAME MODE UNDER "STORY MINI-GAME."

FRIGHTMARE CONTROLS

BUTTON	COMMAND
◎	Move
A	Jump
B	Pick up/throw

You begin Frightmare with 10 hearts worth of health energy. Each time you take damage from an enemy or obstacle, you lose a heart. If you lose all hearts, you lose the Mini-Game. If you fail to complete a stage within the given time limit, you also lose the Mini-Game.

UPPER LEVEL

Frightmare is a four-round Mini-Game. The first three rounds take place on the arena's upper level, and the last round takes place on the arena's lower level.

ROUND ONE: MECHA KOOPAS

JUMP ON THE NON-FLAMING MECHA KOOPAS TO DESTROY THEM ALL WITHIN THE 60-SECOND TIME LIMIT!

Bowser unleashes 25 Mecha Koopas against you, each able to breathe fire! Getting hit by a Mecha Koopa's flaming breath stuns you and removes a heart from your health meter. Jump on top of every Mecha Koopa to crush them all within the 60-second time limit.

TIP

YOU CAN PICK UP AND THROW MECHA KOOPAS. HIT ONE WITH ANOTHER TO ELIMINATE BOTH.

WATCH OUT FOR THE MECHA KOOPAS' FLAMING BREATH!

A Mecha Koopa flashes red just before it breathes fire. Don't jump on top of any flashing red Mecha Koopas! If you jump on top of a fire-belching Mecha Koopa, you take a heart's worth of damage, just as if you were standing in the path of its breath.

CRUSH THE LAST MECHA KOOPA, AND THE NEXT ROUND BEGINS.

Our advice is to run around tapping the A Button quickly, bouncing from one Mecha Koopa to another. Other than avoiding the Mecha Koopas' fire breath, there's not really much strategy in this round!

ROUND TWO: FIRE RINGS

JUMP OVER THE RINGS OF FIRE TO ESCAPE INJURY!

You fall into a burning ring of fire in the second round of Frightmare. Actually, it's three rings of fire, and you must leap over them as they revolve around the arena.

Avoid the rings for 30 seconds to complete the round. Each time you're hit by a flaming ring, you lose one heart's worth of health energy, but on the plus side, you're also made temporarily invincible.

GETTING HIT BY A RING KNOCKS A HEART OUT OF YOUR HEALTH METER.

The trick to making it past this stage is to just relax and anticipate the movements of the rings. Although the rings speed up toward the end of the round, they always move in simple patterns. See where the rings are moving, and run and jump to avoid being hit by them. It's deceptively simple!

LAST 30 SECONDS WITH THE RINGS OF FIRE, AND THE THIRD ROUND BEGINS.

Round Three: Bowser Stomp

AFTER YOU CLEAR THE FIRST TWO ROUNDS, BOWSER DECIDES TO DEAL WITH YOU PERSONALLY!

The third round of Frightmare pits you against Bowser. Bowser slowly stomps around the arena, blowing fire at you (if you're close to him) or jumping (if you're far away). Each of Bowser's attacks takes out a single heart from your health meter if it gets you.

MAKE BOWSER TRY TO GROUND POUND YOU BY STAYING CLOSE TO HIM.

If you get too close to Bowser, he does a dash attack against you or breathes fire. Keep your distance to get him to jump at you. Lure Bowser into jumping on to the same floor tile three times, and he'll crack it and fall through the floor, ending round three and the upper level portion of Frightmare!

IF BOWSER JUMPS ON THE SAME CRACKING FLOOR TILE THREE TIMES, HE'LL FALL THROUGH IT, ENDING THE ROUND.

Lower Level

BOWSER DRINKS A GROWING POTION . . .

A completely frustrated Bowser drinks a magic potion that increases his size by ten times! However, he once again underestimates the durability of the Frightmare arena, and he winds up falling through the floor. Now, only his upper body is sticking out. This begins the fourth and final round.

. . . BUT IT MAKES HIM TOO HEAVY FOR THE FLOOR!

Final Round: Giant Bowser

Bowser uses three attacks against you in the fourth round, always in this order:

1. He throws explosive fireballs at you, which turn into smoldering lava rocks when they land.
2. He blows fire at you, which changes the lava rocks into balls of light.
3. He fires a magic bolt at you that sends a shockwave along the ground.

EXPLOSIVE FIREBALL—DOES ONE HEART'S WORTH OF DAMAGE.

FIERY BREATH—DOES ONE HEART'S WORTH OF DAMAGE.

MAGIC SHOCKWAVE BOLT—DOES ONE HEART'S WORTH OF DAMAGE.

Run back and forth across the central carpet to cluster the lava rocks on the carpet. When Bowser stops throwing rocks, move into the top left or right corner.

Bowser's breath will never hit you there, and his breath will always cross the central carpet, leaving at least one ball of light. Standing next to the lava rocks to "lure" Bowser's breath will make it very hard to avoid being hit, and his breath attack is long enough in duration to hit twice as it sweeps back and forth over you.

DODGE THOSE FIREBALLS!

LURE BOWSER INTO BLOWING HIS FIERY BREATH ONTO THE LAVA ROCKS LEFT BY THE FIREBALLS.

As soon as Bowser stops blowing fire, pick up a glowing ball of light (with the B Button) and run toward Bowser. Bowser launches a magical bolt that probably won't hit you, but you must jump over the shockwave that it makes when it hits the ground.

GRAB A BALL OF LIGHT AND LEAP OVER THE MAGIC SHOCKWAVE THAT BOWSER HURLS AT YOU.

Run straight up to Bowser and press the B Button to chuck the glowing ball of light into his face, removing one of the five hearts in his health meter. Repeat this method four more times, and Bowser's done for!

THROW THE BALL OF LIGHT INTO BOWSER'S FACE TO KNOCK A HEART OUT OF HIS HEALTH METER!

VICTORY!

After Bowser's last health meter heart is knocked out, he's blasted free of the arena and sucked into the star vortex beyond. Congratulations! You sent Bowser packing!

SUPER DUEL MACHINE PARTS

Body Types

You can purchase Body Types with points earned from playing 4P Mini-Games in Party Mode and Mini-Game Mode.

TIP

TO RACK UP 4P MINI-GAME POINTS QUICKLY, GO INTO FREE PLAY MINI-GAME MODE AND PLAY A FEW QUICK ROUNDS OF VICIOUS VENDING OR DODGE BOMB, TWO OF THE QUICKEST 4P MINI-GAMES ON THE LIST!

SUPER DUEL BODY TYPES

BODY	NAME	COST (COINS)	DESCRIPTION
	Mushroom Body	0	Standard, no-frills body; weak defense
	Star Body	5	Speedy, light, inexpensive, but not too tough
	Heart Body	5	Durable, cute, and heart-shaped
	Choo-Choo Body	5	Built for speed, fairly strong, and tough
	Egg Body	7	Made of Yoshi eggs, tempered to increase offensive and defensive abilities
	Spiny Body	7	Slow but tough body with enhanced offensive abilities
	Lakitu Cloud Body	10	Made of clouds that make it fast and light but a bit flimsy
	Boo Body	10	Very fast, very weak, but visible only to radar most of the time
	DK Body*	15	Made of barrels, increases offensive and defensive rating

SUPER DUEL BODY TYPES (CONT'D)

BODY	NAME	COST (COINS)	DESCRIPTION
	E. Gadd Body	15	Well-balanced, high-tech body designed by Prof. E. Gadd
	Skolar Body**	20	Average abilities, except for improved defense against bombs and vehicle attacks

* TO UNLOCK THE DK BODY AND MAKE IT AVAILABLE FOR PURCHASE, BEAT DONKEY KONG IN ANY HARD SUPER DUEL COMPETITION; THIS ALSO UNLOCKS DK AS A DRIVER.

** TO UNLOCK THE SKOLAR BODY AND MAKE IT AVAILABLE FOR PURCHASE, COMPLETE BATTLE COMPETITION, FLAG COMPETITION, AND ROBO-RABBIT COMPETITION ON EASY, NORMAL, AND HARD MODES.

Tires

Purchase Tires with points earned from playing 1 vs. 3 Mini-Games in Story Mode, Party Mode, and Mini-Game Mode.

TIP

TO RACK UP 1 VS. 3 MINI-GAME POINTS QUICKLY, GO INTO FREE PLAY MINI-GAME MODE AND PLAY A FEW QUICK ROUNDS OF REVOLVING FIRE OR MATHLETES, TWO OF THE QUICKEST 1 VS. 3 MINI-GAMES ON THE LIST!

SUPER DUEL TIRES

BODY	NAME	COST (COINS)	DESCRIPTION
	Mushroom Tires	0	Basic tires; you get what you pay for!
	Star Tires	5	Fast tires that don't handle well
	Wiggler Tires	5	Very slow acceleration and top speed, but excellent control
	Goomba Tires	5	Quick tires with good acceleration; average in other categories
	Spiny Tires	7	Low top speed but good acceleration and excellent handling
	Choo-Choo Tires	7	Extremely fast tires with almost no handling
	Super Wiggler Tires	10	Ridiculously slow, but traction is unmatched
	Lakitu Cloud	10	A hovering cloud that isn't affected by terrain
	DK Tires*	15	Made of barrels; handling is always unpredictable
	E. Gadd Jet	15	Advanced jet with outstanding handling and speed, designed by E. Gadd
	Skolar Tires**	20	Skolar's handmade tires; excellent handling over any terrain

* TO UNLOCK THE DK TIRES AND MAKE THEM AVAILABLE FOR PURCHASE, BEAT DONKEY KONG IN ANY HARD SUPER DUEL COMPETITION; THIS ALSO UNLOCKS DK AS A DRIVER.

** TO UNLOCK THE SKOLAR TIRES AND MAKE THEM AVAILABLE FOR PURCHASE, COMPLETE BATTLE COMPETITION, FLAG COMPETITION, AND ROBO-RABBIT COMPETITION ON EASY, NORMAL, AND HARD MODES.

ENGINES

You can purchase Engines with points earned from playing 2 vs. 2 Mini-Games in Story Mode, Party Mode, and Mini-Game Mode.

TIP

TO RACK UP 2 VS. 2 MINI-GAME POINTS QUICKLY, GO INTO FREE PLAY MINI-GAME MODE AND PLAY A FEW QUICK ROUNDS OF BUS BUFFER OR MANIC MALLETS, TWO OF THE QUICKEST 2 VS. 2 MINI-GAMES ON THE LIST!

SUPER DUEL ENGINES

BODY	NAME	COST (COINS)	DESCRIPTION
	Mushroom Engine	0	Good for learning but not much else
	Star Engine	5	Poor handling but good speed
	Wiggler Engine	5	Not too fast, but the control is very tight
	Goomba Engine	5	Slightly above average speed and acceleration
	Ztar Engine	7	Easy to control, outstanding acceleration, but low top speed

SUPER DUEL ENGINES (CONT'D)

BODY	NAME	COST (COINS)	DESCRIPTION
	Choo-Choo Engine	7	Has crazy speed but a dangerous lack of control
	Super Wiggler Engine	10	Excellent handling but unimpressive speed
	Goomba-Trio Engine	10	Great acceleration, decent power, but awful handling
	DK Engine*	15	Banana-shaped engine with unpredictable abilities that change from battle to battle
	E. Gadd Engine	15	Top-of-the-line speed and control, designed by Prof. E. Gadd
	Skolar Engine**	20	Very well-balanced engine with good speed and control

* TO UNLOCK THE DK ENGINE AND MAKE IT AVAILABLE FOR PURCHASE, BEAT DONKEY KONG IN ANY HARD SUPER DUEL COMPETITION; THIS ALSO UNLOCKS DK AS A DRIVER.

** TO UNLOCK THE SKOLAR ENGINE AND MAKE IT AVAILABLE FOR PURCHASE, COMPLETE BATTLE COMPETITION, FLAG COMPETITION, AND ROBO-RABBIT COMPETITION ON EASY, NORMAL, AND HARD MODES.

WEAPONS

Purchase Weapons with points earned from playing Battle Mini-Games in Party Mode and Mini-Game Mode.

TIP

TO RACK UP BATTLE MINI-GAME POINTS QUICKLY, GO INTO FREE PLAY MINI-GAME MODE AND PLAY A FEW QUICK ROUNDS OF TUG-O-DORRIE OR LUCKY LINEUP, TWO OF THE QUICKEST BATTLE MINI-GAMES ON THE LIST!

SUPER DUEL WEAPONS

BODY	NAME	COST (COINS)	DESCRIPTION
	Mushroom Gun	0	Tiny peashooter that's really only good for practice
	Seed Machine Gun	5	Not very powerful, but fires seeds at high speed

SUPER DUEL WEAPONS (CONT'D)

BODY	NAME	COST (COINS)	DESCRIPTION
	Bob-omb Cannon	5	Fires time-delayed Bob-ombs that do high damage
	Bullet Bill Gun	7	Fires opponent-seeking Bullet Bills that do average damage
	Pokey Tower Gun	7	Shoots two diagonally moving bullets of average firepower
	Piranha Plant	7	Above-average firepower in a long-range weapon
	Bowser Breath	10	Short-range flamethrower that does heavy damage
	Mr. I Laser	10	A laser with average firepower but good range and quick-moving shots
	DK Gun*	15	Very heavy, very powerful gun
	E. Gadd Cannon	15	Well-designed weapon that shoots opponent-seeking missiles
	Skolar Gun**	20	Solid weapon, made by Skolar; press the B Button to fire and release the B Button to detonate
	Bowser Punch***	30	An experimental weapon that fires devastating short-range punches
	Bob-omb Wall***	30	Unloads a wall of powerful Bob-ombs and increases your machine's speed

* TO UNLOCK THE DK GUN AND MAKE IT AVAILABLE FOR PURCHASE, BEAT DONKEY KONG IN ANY HARD SUPER DUEL COMPETITION; THIS ALSO UNLOCKS DK AS A DRIVER.

** TO UNLOCK THE SKOLAR GUN AND MAKE IT AVAILABLE FOR PURCHASE, COMPLETE BATTLE COMPETITION, FLAG COMPETITION, AND ROBO-RABBIT COMPETITION ON EASY, NORMAL, AND HARD MODES.

*** TO UNLOCK THE BOWSER PUNCH AND BOMB-OMB WALL AND MAKE THEM AVAILABLE FOR PURCHASE, YOU MUST BUY ALL 44 OTHER SUPER DUEL MACHINE PARTS.

MARIO PARTY 5 SECRETS

PARTY MODE AND STORY MODE SECRETS

BOWSER NIGHTMARE BOARD MAP

Bowser Nightmare is the seventh Board Map. At the start of *Mario Party 5*, it's hidden and you can't choose it in Party Mode. However, if you beat Story Mode on any difficulty level, you unlock Bowser Nightmare and make it available for play.

INTENSE MODE

The Intense difficulty mode is locked at the start of the game and you can't choose it until you unlock it. To unlock Intense Mode, beat Story Mode on the Hard difficulty setting.

After you unlock Intense Mode, you can choose to play through the Story Mode in Intense Mode or play against computer opponents of Intense skill in Party Mode.

BOWSER, KOOPA KID, AND TOAD'S DREAMS

As you complete Story Mode, you find out the dreams of Bowser, Koopa Kid, and Toad. Bowser wants an opponent who is worthy of him, Koopa Kid wants to be near Bowser, and Toad wants to help the player. By the end of Story Mode, everyone gets their wish!

MINI-GAME MODE SECRETS

UNLOCKING MINI-GAMES

You can't play a Mini-Game in Mini-Game Mode until you've already played it in Story or Party Mode. If you're trying to unlock your last few Mini-Games, try limiting your Story or Party Mode game to a specific Mini-Game category to increase the odds of playing the ones you need.

4P MINI-GAMES

MINI-GAME	CATEGORY
Chimp Chase	Easy, Action
Chomp Romp	Skill
Coin Cache	Easy, Action, Skill, Goofy
Coney Island	Easy, Skill, Goofy
Dinger Derby	Easy, Skill
Dodge Bomb	Easy, Action
Fish Sticks	Easy, Goofy
Fish Upon a Star	Easy, Action
Flower Shower	Easy, Action
Frozen Frenzy	Easy, Action
Ground Pound Down	Easy, Action, Goofy
Hotel Goomba	Skill, Goofy
Hydrostars	Action
Later Skater	Action
Leaf Leap	Easy, Skill
Mazed & Confused	Easy, Skill
Night Light Fright	Easy, Skill
Pop-Star Piranhas	Easy, Goofy
Pushy Penguins	Easy, Skill
Rumble Fumble	Easy, Goofy
Triple Jump	Goofy
Vicious Vending	Easy, Action, Skill, Goofy
Will Flower	Easy, Goofy

1 VS. 3 MINI-GAMES (12 MINI-GAMES)

MINI-GAME	CATEGORY
Flatiator	Easy, Action
Squared Away	Easy, Action, Goofy
Mario Mechs	Action
Revolving Fire	Easy, Action
Heat Stroke	Easy, Skill, Goofy
Beam Team	Easy, Skill, Goofy
Big Top Drop	Skill
Quilt For Speed	Skill, Goofy
Tube It or Lose It	Easy, Action
Mathletes	Easy, Action, Skill, Goofy
Fight Cards	Easy, Goofy
Curvy Curbs	Easy, Skill

2 VS. 2 MINI-GAMES (12 MINI-GAMES)

MINI-GAME	CATEGORY
Clock Stoppers	Easy, Action
Defuse or Lose	Easy, Action, Skill
ID UFO	Action, Goofy
Mario Can-Can	Easy, Skill
Handy Hoppers	Easy, Skill, Goofy
Berry Basket	Skill
Bus Buffer	Action
Rumble Ready	Easy, Skill
Submarathon	Easy, Goofy
Manic Mallets	Easy, Action, Goofy
Panic Pinball	Easy, Goofy
Banking Coins	Easy, Action, Skill, Goofy

BATTLE MINI-GAMES (6 MINI-GAMES)

MINI-GAME	CATEGORY
Astro-Logical	Easy, Skill
Bill Blasters	Action, Goofy
Tug-o-Dorrie	Action, Goofy
Twist 'n' Out	Easy, Action
Lucky Lineup	Easy, Skill
Random Ride	Easy, Skill, Goofy

DUEL MINI-GAMES (15 MINI-GAMES)

MINI-GAME	CATEGORY
Shock Absorbers	Easy, Action
Countdown Pound	Easy, Skill
Whomp Maze	Action
Shy Guy Showdown	Easy, Skill
Button Mashers	Goofy
Get a Rope	Easy, Goofy
Pump 'n' Jump	Easy, Goofy
Head Waiter	Easy, Skill
Blown Away	Action
Merry Poppings	Easy, Goofy
Pound Peril	Easy, Action
Piece Out	Skill
Bound of Music	Easy, Action
Wind Wavers	Easy, Goofy
Sky Survivor	Skill

BOWSER MINI-GAMES (3 MINI-GAMES)

MINI-GAME	CATEGORY
Rain of Fire	n/a
Cage-in Cookin'	n/a
Scaldin' Cauldron	n/a

DK MINI-GAMES (3 MINI-GAMES)

MINI-GAME	CATEGORY
Banana Punch	n/a
Da Vine Climb	n/a
Mass A-peel	n/a

STORY MINI-GAME (1 MINI-GAME)	
MINI-GAME	CATEGORY
Frightmare	n/a

Mini-Game Mode Games

Some of the game modes in Mini-Game Mode can't be played until you unlock certain Mini-Games:

MINI-GAME MODE UNLOCK CONDITIONS	
GAME MODE	HOW TO UNLOCK
Mini-Game Circuit	Unlock one 4P, one 1 vs. 3, one 2 vs. 2, and one Duel Mini-Game
Mini-Game Decathlon	Unlock Chomp Romp, Dinger Derby, Flower Shower, Ground Pound, Hydrostars, Later Skater, Leaf Leap, Night Light Fright, Triple Jump, and Will Flower

Super Duel Mode Secrets

Challenge Modes

When you begin playing Super Duel mode for the first time, you can only play Battle Competition on Easy or Normal difficulty. There are seven other difficulty modes to unlock:

SUPER DUEL BATTLE GAME MODES		
GAME MODE	DIFFICULTY SETTING	HOW TO UNLOCK
Battle Competition	Hard	Complete Battle Competition—Normal
Flag Competition	Easy	Complete Battle Competition—Hard
Flag Competition	Normal	Complete Battle Competition—Hard
Flag Competition	Hard	Complete Flag Competition—Normal
Robo-Rabbit Competition	Easy	Complete Flag Competition—Hard
Robo-Rabbit Competition	Normal	Complete Flag Competition—Hard
Robo-Rabbit Competition	Hard	Complete Robo-Rabbit Competition—Normal

Donkey Kong

Unlock Donkey Kong as a Super Duel Mode driver by beating him in any round of any Hard Super Duel competition (Battle, Flag, or Robo-Rabbit).

Machine Parts

Ten Super Duel machine parts are locked and can't be purchased until you unlock them.

HIDDEN SUPER DUEL PARTS			
PART	NAME	CATEGORY	HOW TO UNLOCK
	DK Body	Body	Beat DK in any Hard Super Duel competition
	DK Tires	Tires	Beat DK in any Hard Super Duel competition
	DK Engine	Engine	Beat DK in any Hard Super Duel competition
	DK Gun	Weapon	Beat DK in any Hard Super Duel competition
	Skolar Body	Body	Beat Battle, Flag, and Robo-Rabbit Competitions in all three difficulty modes
	Skolar Tires	Tires	Beat Battle, Flag, and Robo-Rabbit Competitions in all three difficulty modes
	Skolar Engine	Engine	Beat Battle, Flag, and Robo-Rabbit Competitions in all three difficulty modes
	Skolar Gun	Weapon	Beat Battle, Flag, and Robo-Rabbit Competitions in all three difficulty modes
	Bowser Punch	Weapon	Purchase all 44 other machine parts
	Bob-omb Wall	Weapon	Purchase all 44 other machine parts

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